

# BIANCA VICTORIA

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## TECHNICAL SKILLS

- **Project Management:** JIRA, Trello, Airtable, TeamGantt, Slack
- **Microsoft:** Excel, Word, PowerPoint
- **Google:** Sheets, Docs, Slides, Sites, Forms, Hangouts
- **Adobe:** Photoshop, Illustrator, After Effects
- **Other:** HTML, CSS, JavaScript, Python, C++, C#, Unity, Lens Studio

## RECENT WORK

**Jr. Project Manager, Fishermen Labs** | September 2022 - November 2022

- Led development in Snapchat Social AR projects for clients such as DoorDash, Uber, and Macy's
- Coordinated with teams across multiple timzones during project production
- Communicated with clients about project progress and milestones

**Lead Counselor, Connected Camps** | April 2020 - September 2022

- Taught students game design and coding concepts in Roblox Studio and Minecraft
- Playtested in-game curriculum to pinpoint bugs and and document areas of improvement
- Troubleshoot any installation or server issues through written and verbal communication

**ROBLOX Curriculum Designer, Connected Camps** | May 2020 - July 2020

- Developed session outlines, slides, and example games to revamp current curriculum
- Improved quality of curriculum through iterating designs and applying playtest feedback
- Create curriculum instructional documents for counselors to follow when teaching

## PROJECT MANAGED GAME PROJECTS

**Continuum** | Sep 2021 - June 2022

- Scheduled and adapted weekly tasks following agile SCRUM methodology using JIRA
- Tracked bugs and provided concise descriptions organizing them by priority/severity

**Tournament of Magirus** | Jan 2021 - June 2021

- Strengthened communication through sending frequent updates on the project's state
- Conducted play test sessions and facilitate group discussions to problem solve issues

**Moira's Home** | October 2022 - October 2022

- Facilitated group discussions to problem solve how to improve game design
- Organized task schedule using a short timeline and adjusted task list based on scope

## VOLUNTEER EXPERIENCE

**SF Game Developers Conference** | 2022 - 22 | Assist in the set-up of guest speaker panels

**Video Game Development Club** | 2020 - 22 | Managed art assets, social media, and graphics team

**ICS Student Council** | 2019 - 22 | Designed club logo, promotional graphics, and club t-shirt

## EDUCATION

**Bachelor of Science: Computer Game Science, Human Computer Interaction**

University of California, Irvine | Sep 2018 - June 2022