

ANASTACIA LOVE

Level Designer

Education

UC Santa Cruz | Master's of Science Games and Playable Media | Graduation: March 2022
Mills College | Teaching Credential in Mathematics | Sept. 2015 - June 2016
Cal Poly San Luis Obispo | Bachelor's of Architecture | Sept. 2010 - June 2015

Skills

C#, Blueprints, Python
Unity, Unreal, Processing

Maya, AutoCAD, Houdini
Illustrator, Photoshop, InDesign

Drafting

Work Experience

UC Davis Biomedical Engineering Department | Game Design Intern | April 2021 - Present (part time)
Attend weekly meetings with game design team
Attend monthly meetings with faculty
Complete various design tasks needed for game development (see projects below)

Oakland Technical High School | Teacher | Sept. 2016 - June 2020
Taught and developed curriculum for Engineering Principles, Architecture, and Architecture 2
Advised students taking Architecture 2 and 3D modeling as independent study
Co-Director of Engineering Academy (EA): Sept 2017 - June 2020
Member of Instructional Leadership Team: Sept 2017 - June 2020
Analyzed schoolwide demographic data as part of the Equity Team: Sept 2016 - June 2019

Projects

Path to Oshun at UC Santa Cruz (Team of 4, WIP) | Level Designer | June 2021 - Present
Brainstormed a variety of level layout ideas for the team to discuss and choose from
Drafted maps for various sections of the games based on a narrative outline
Prototyped and **iterated** on 3D levels using **Maya** and **Unreal**
Created procedural environment assets using Houdini

Space Zoologist at UC Davis BME (Team of 11) | Game Designer | April 2021 - Present
Developed visual design documents that summarized and iterated on the existing game design
Iterated on "Needs System" design and designed placeholder levels for testing this system
Used excel to create a tool for testing the equations and relationships in this system
Developed sequence of concepts to be introduced over the course of 5 levels
Designed system of level progression that uses **adaptive learning** to tailor player's experience
Drafted and iterated on level designs for Level 1 (4 sections) and Levels 2-4 + tutorial (1 section each)
Developed design of notebook feature
Conducted playtests

Museum of Mechanics at UC Santa Cruz (Team of 14) | Art Lead | Jan. 2021 - March 2021
Scheduled and planned weekly art team meetings
Facilitated feedback sessions for artists
Developed initial museum design concept with team
Iterated on museum design and created museum assets for the **Unity** project using **Maya**

Dear Future at UC Santa Cruz (Team of 5) | Art Lead | Oct. 2020 - March 2021
Created documents using AutoCAD to show placement of assets with procedural generation
Worked with procedural generation engineer to develop assets
Used **Maya** to 3D model assets for procedurally generated and manually designed areas