

# ANASTACIA LOVE

[ana-love.com](http://ana-love.com)  
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Level Designer with architectural experience passionate about creating fun, whimsical spaces for players to explore and discover

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## Education

UC Santa Cruz | Master's of Science Games and Playable Media | Sept. 2020 - 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

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## Skills

Blueprints, C#, Python	Maya, AutoCAD	Drafting
Unreal, Unity, Processing	Illustrator, Photoshop, InDesign	

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## Work Experience

Evening Star | Level Designer | June 2022 - Present  
Brainstormed and sketched storyboards for level designs  
Constructed levels from mock-up to final design and polish  
Collaborated with fellow designers and departments to create cohesion across levels  
Brainstormed, developed and prototyped ideas for pitches

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 school wide demographic data as part of the Equity Team: Sept 2016 - June 2019

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## Projects

Penny's Big Breakaway (Team of 20) | Level Designer | June 2022 - January 2024  
Sketched **storyboards**, created **blockouts**, and developed the first draft for 5 levels  
**Designed first draft** of Denizen Dilemmas and Showpiece challenges for 9 levels  
Assigned first draft of procgen assets to 10 levels  
**Polished** gameplay, décor placement, and procgen placement as needed in all levels  
**Collaborated** with fellow designers in daily feedback meetings  
Collaborated with art and engineering departments to polish gameplay and procgen

Path to Oshun at UC Santa Cruz (Team of 4) | Level Designer | June 2021 - March 2022  
**Brainstormed** a variety of level layout ideas for the team to discuss and choose from  
**Conceptualized maps** for various sections of the games based on a narrative outline  
**Crafted** and **iterated** on 3D levels using **Maya** and **Unreal**  
Modeled and textured architectural assets

Space Zoologist at UC Davis BME (Team of 11) | Game Designer | April 2021 - February 2022  
**Developed visual design documents** that summarized and iterated on the existing game design  
**Designed system of level progression** that uses **adaptive learning** to tailor player's experience  
Developed design of notebook feature  
Conducted playtests

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