

JANELYNN GUEVARRA CAMINGUE

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EMPLOYMENT

IT INTERN | FOX NETWORKS GROUP | LOS ANGELES, CA

June 2019 - August 2019

- Created wireframes and mock-ups of redesigns for FOX's employee intranet
- Visualized data in mobile designs for the FOX.AI app using Sketch, Zeplin, and InVision
- Suggested potential guest speakers for FOX's Data Summit and Technology podcasts in Quip
- Researched and proposed enterprise workflows on utilizing Slack integrations to FOX executives

FOX INNOVATION LAB INTERN | 20TH CENTURY FOX | LOS ANGELES, CA

June 2018 – August 2018

- Collaborated with the team and storyboarded the beats and narrative for *FoxChives*, a mobile, interactive storytelling AR game made using Unity and ARKit
- Designed and implemented AR interactions for the main gameplay and user interface in Unity
- Documented feedback in playtesting sessions and proposed solutions for the game
- Presented the final prototype of the game to different FOX executives

GAME DESIGNER, GAME DEVELOPER | ASSIST LAB | UC SANTA CRUZ

January 2018 – June 2018

- Evaluated user testing with BORIS for *SpokeIt*, a speech therapy game made in SpriteKit
- Designed the challenge, setting, characters, and narrative for a mini-game on minimal-word pairs

UI DESIGNER, UI PROGRAMMER | DESIGN REASONING LAB | UC SANTA CRUZ

January 2018 – March 2018

- Prototyped and presented different designs of the main menu in Illustrator for *It's Alive!*, a Tetris-like game made in Unity
- Programmed and a control-mapping interface to allow players to customize their control scheme

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ | M.S. GAMES AND PLAYABLE MEDIA

Expected Graduation Date: March 2021

UNIVERSITY OF CALIFORNIA, SANTA CRUZ | B.S. COMPUTER SCIENCE: GAME DESIGN

September 2015 – June 2019

SKILLS AND TECHNOLOGIES

- **Skills:** Rapid Prototyping, SCRUM, User Research, Proposing Solutions, Game Design, Game Development, Communication, Collaboration, Data Entry, Organization, Documenting, Game Testing, Critiquing, Writing, Creating Presentations, Managing Deadlines, Code Reviewing
- **Technologies:** Unity, C#, Java, Git, Illustrator, Photoshop, XD, Sketch, Microsoft Office, Microsoft Excel, Microsoft Powerpoint, Google Calendars, Google Spreadsheets, Google Docs, Keynote, Quip, Slack, Trello