

HAYLEY A. MORGAN

SYSTEMS & TECHNICAL DESIGNER

P (808)387-4530 **E** morganha96@gmail.com **in** [linkedin.com/in/hayleyamorgan](https://www.linkedin.com/in/hayleyamorgan) **W** [HayleyAMorgan.com](https://www.HayleyAMorgan.com)

SKILLS

Game Design

- Designing/implementing core gameplay mechanics and systems.

Technical/Programming

- C#, with a focus on applications within Unity.
- Rapid integration into new tools/engines to a comfortable level.

ACADEMIC PROJECTS

Sept. 2021 – Present

Systems Designer, Gameplay Engineer

Team GUET, Unreal Engine 4

“Nebula Spike”

Team of 5

- Designed/implemented core pickup systems through Unreal blueprinting to interface seamlessly with future AI.

Sept. 2020 – Apr. 2021

Producer, Systems Designer

Team Apathetic Apothecary, Unreal Engine 4

“Chamomile Grove”

Team of 18, Team of 17

- Designed crafting and quest systems to improve play experience.
- Prototyped dynamic camera effects in Unity to ease tech workload.
- Guided team with Agile-style production methods.

Sept. 2019 – Apr. 2020

Producer, Systems Designer, Technical Tools Designer

Team Cosmic Pineapple, Custom Engine

“Salvager”/“Honey Hustle”

Team of 8, Team of 14

- Guided team with Kanban and Agile-style production methods.
- Designed heatmapping tool for designers within Unity prototype.
- Prototyped core mechanics in Unity to rapidly iterate with designers.

PROFESSIONAL EXPERIENCE

Feb. 2020 – Present

Contract Playtester

SlugFest Games

Sept. 2019 – Present

Teaching Assistant for Computer Science 116 (C#)

DigiPen Institute of Technology

Sept. 2021 – Present

Teaching Assistant for Design 302 (Game Design II)

DigiPen Institute of Technology

Sept. 2020 – Dec. 2020

Teaching Assistant for Design 220 (Systems Design I)

DigiPen Institute of Technology

KEY SKILLS

- 2 years producing for multidisciplinary academic team projects
- 3+ years C# classwork experience
- 2.5+ years Unity classwork experience
- 1+ years Unreal classwork experience

EDUCATION

Expected April 2022

Bachelor of Arts in Game

Design

DigiPen Institute of Technology

Redmond, WA USA

July 2017

Bachelor of Arts in Fashion:

Design and Construction

University of Wales Trinity St.

David

Carmarthen, Wales UK

OTHER SKILLS

- Adobe Photoshop
- Adobe Illustrator (familiar)
- Autodesk Maya (familiar)
- Japanese (familiar)
- C++ (familiar)