

# ASHLYE KACZMAREK

## CONTACT INFORMATION

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Portfolio: [www.ashlyemk.com](http://www.ashlyemk.com)

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## JOB EXPERIENCE

### Unity Developer

GLOSS BIRD APRIL 2022 TO JULY 2022

- Redesigned the audio management system in the game Fitment
- Prototyped and outlined the In game goals and achievements system.
- Programmed the UI for the achievements system using basic C#

### Game Design Intern

CHANGE LAB- BRIMHALL & ASSOCIATES  
SEP 2018 TO DEC 2018

- Designed paper and digital prototypes for mini games and fundraising modules.
- Hosted meetings with other designers to brainstorm new mechanics
- Program simple mechanics

### Games Manager Intern

INDIECADE  
JUNE 2018 TO SEP 2018

- Organize festival documents and spreadsheets
- Take festival entry and enter their data into spreadsheets
- judge games
- Assign jurors to games based on their equipment and game preference
- Email developers about their entries and any issues that occur
- Assist in problem-solving

### Owner/Founder

ASHURIIYUKI PRODUCTIONS LLC  
JULY 2012 TO NOW

- Launched and currently maintaining an Etsy shop selling accessories and custom house hold items.
- Managed marketing and product launches
- Maintained accounting books.
- Calculated and filed yearly and quarterly taxes

### Content Creator

JUNE 2020 TO CURRENT

- Vast Knowledge of streaming software such as obs and streamlabs
- Entertain and maintain a following of people several nights a week
- Manage all social media pages and create content for those pages
- Brand and design all marketing material
- Manage and run a team of experienced moderators and business minded people to create a safe and profitable environment

## PROJECTS

### Lingering Legacy

PRODUCER  
AUG 2019 TO AUG 2021

- Project Management
- Implemented UI Functionality
- Designed UI
- Designed Tutorial Layout
- Layed out Narrative Structure
- Created Art Bible
- Organized Trello and Jira
- Hired Team Members
- Created Timelines
- Delegated work to proper teams

### Dying In LA Music Video

PRODUCER  
AUG 2018 TO DEC 2018

- Script Breakdown
  - Location Scouting
  - Create Call Sheets
  - Work with location managers for permissions to film.
  - Worked with other departments to keep on the filming schedule
  - Make sure the crew had all the proper equipment.
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## SELECTED ACHIEVEMENTS

- Best Art Concept From Big Idea Competition
- Mercy's Wings Fundraiser, Raised \$500 For The Bianca Foundation
- Twitch Affiliate

## ACADEMIC HISTORY

### Bradley University

BACHELOR OF SCIENCE IN GAME DESIGN

- Team lead and Producer of Lingering Legacy
- Entrepreneurial Scholar
- Minor in Entrepreneurial and Innovation