

Kimberly Burke

Game Designer

PROFILE

Since my choice to enter the digital media field, my journey has brought endless growth and learning opportunities. It has taken me internationally to Canada where I thrived in collaborative environments working with designers and artists. I have grown into a strong communicator with the soft skills to work with my peers.

CONTACT

Phone:

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INTERESTS

- Character Creation
- Drawing
- Writing
- Problem Solving
- User Experience

SKILLS

- Unity/C#
- Team Communication
- Photoshop & Illustrator

VOLUNTEERING

- Hour of Code with Kids Code Jeunesse – Winter 2019
- Centre of Digital Media GSS Secretary Officer - Fall 2018 – Fall 2019

PROJECTS

Cerebro the Virtual Lab

Spring 2019-Summer 2019

- Prototyped main controls for Chapter 1 and 2, testing between gyroscope and joystick.
- Closely collaborated with UX designer to create flowing UI.
- Balanced level scoring with the star and currency system.

Get Trucked

Fall 2018

- Pivoted score collecting from colliding with wandering AI to colliding with falling currency.
- Adjusted zone control core game loop to drive-and-collect game loop.

Potion Master's Apprentice

Fall 2018

- Assembled all game world assets and sound effects as environment artist.
- Designed puzzle level with moving platforms and obstacles requiring potion tools gathered from previous levels.

Online Extravaganza Events

Summer 2018 – Spring 2019

- Organized two multiplayer text roleplays with daily, landmark events.
- Established clear rules of play dependent on event types that include trivia, skill-based and others.
- Coordinated player participation in collaborative art event (over 150 entrants).

EDUCATION

Masters of Digital Media

September 2018 - December 2019 – Centre of Digital Media

GPA: 4.00

CDM Scholarship 2019 and Housing Award 2018

Bachelors of Science in Computational Media

September 2014 – May 2018 – Georgia Institute of Technology

GPA: 3.50

Dean's List 2015 – 2017