

# CASEY O'BRIEN

## GAME DESIGNER & DEVELOPER

Interactive Media graduate student, specializing in game and experience design. Aiming to use my technical and creative skills to push the boundaries of design in the game industry.

## EXPERIENCE

**Graduate Assistant** | Under Prof. Clay Ewing, University of Miami  
August 2022- Present

- Uses rapid prototyping tools and iterative design methods to build off of an existing mobile game.
- Works with the professor to TA an undergraduate level Interactive Media course, focusing on the history of technology and media.

**Game Design Intern** | Respawn Entertainment, Apex Legends  
May 2022- August 2022

- Scripted bug fixes for game systems, which sometimes would require challenging initial design choices.
- Participated in playtests and feedback sessions to provide insight on design choices made by the team.
- Scripted a new game play feature from scratch (unreleased).

**Graduate Assistant** | Under Prof. Lindsay Grace, University of Miami  
August 2021- May 2022

- Used rapid prototyping tools and iterative design methods to build a social impact game from existing design documentation.
- Conducted research on journalism games.
- Co-authored game research extended abstracts for DiGRA 2022.

## EDUCATION

**MFA** | Interactive Media, Focus in Game Design  
Expected Completion May 2023  
University of Miami, Coral Gables, FL.

**BS** | Marine and Atmospheric Sciences and Biology, Minor in Chemistry  
August 2016- August 2020  
University of Miami, Coral Gables, FL.



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## TECHNICAL SKILLS

Scripting



"I am very comfortable,"

Unity



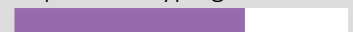
"I am comfortable,"

C# in Unity



"I am fairly comfortable,"

Rapid Prototyping



"I am comfortable,"

Jira



"I am fairly comfortable,"

Figma



"I am comfortable,"

HTML / CSS



"I am comfortable,"

InDesign



"I am very comfortable,"