

# JACQUELINE CAO

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## Game Designer - Narrative Designer

### CONTACT

#### EMAIL

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#### WEBSITE

<https://cjacquelinec13.wixsite.com/ratcave/portfolio>

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### SKILLS

**GAME DESIGN:** Narrative Design, UI Design, Systems Design, Level Design, Technical Design, Prototyping

**GAME ENGINES:** Unity 2D, Unity 3D, Unreal Engine 5, Twine

**PROGRAMMING:** C#, Python, Unreal BPs

**ART:** Photoshop, Figma, SAI (2D art)

**SOURCE CONTROL:** Github, Perforce

**DOCUMENTATION:** Confluence, Trello, Microsoft Suite, Google Suite

**AUDIO:** FL studio(1 year), Audacity

**LANGUAGES:** English(native), Mandarin(native)

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### PROJECT EXPERIENCE

#### UNDERHAZER - NARRATIVE DESIGNER, LEVEL DESIGNER

Academic Capstone Project (September 2024 - Present)

- Worked in a team of 20 multidisciplinary students as the narrative designer and level designer on academic project in Unreal Engine 5
- Designed level maps and implemented them using Unreal Engine
- Created the game's overall narrative, developing characters, enemies, and story elements

#### THE STORM WITHIN - PROJECT LEAD

Summer Slow Jams 2023: Narrative (July 2023)

- Collaborated in a team of 4 to develop a game jam prototype in 2 weeks
- Created overall game concept, narrative design, system design, level design, and UI design
- Programmed all game features in C#

#### NEO-VERSAILLES - NARRATIVE DESIGNER

Academic Capstone Project (Feb 2023 - Apr 2023)

- Collaborated on a team of 30 multidisciplinary students as a narrative designer on an academic project
  - Designed and wrote journal entries for in-game world building and narrative development
  - Created character personality outlines and character barks
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### AWARDS

#### ARTCENTER GAME JAM (2022)

Best Art Award

Rhythm Nightmares @Team Couch Demons

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### EDUCATION

#### BACHELOR OF SCIENCE IN ENTERTAINMENT DESIGN - GAME DESIGN

Minor in Business and Creative Writing (Sep 2021 - May 2025)

ArtCenter College of Design - Pasadena, CA

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