Lillian Joyce

Associate Producer

Philadelphia, PA

(267) 328-8550   lillianrjoyce@gmail.com   lillyjoyce.com/

Software Skills

Organization: Slack, Airtable, Basecamp, ClickUp, Teamwork, MS Office, Trello
Development: Unity, Autodesk Maya, C#
Design: Adobe Photoshop, Illustrator, Premiere, After Effects, Audition, Canva, InVision, Figma
Marketing: Later, Sprout Social, Buffer, Rebandly

Professional Skills

Documentation
Team Management
Project Organization
Time Management
Verbal Communication
Web Development

Activities & Awards

Accepted into incubator team at the Entrepreneurial Game Studio

Dean's List, 2018-2021

Recipient of the Drexel Portfolio Scholarship, 2018-2023

Winner of the Game Design World Championship Fan Vote for *Digital Janitors*, 2020-2021

Education

Drexel University
B.S. in Game Design & Production
Expected Graduation: 2023
Cumulative GPA: 3.92

Work Experience

Executive Producer
DVNC Tech., Glenside, PA
March 2020 - Present

• Maintain current project pipelines for *Monochrome RPG* and *SETVR*
• Draft and implement level designs for the *Monochrome RPG* in Unity
• Manage scheduling, organization, and documentation tasks through Airtable, Slack, Basecamp, and Google
• Managed a $15,000 Kickstarter campaign for the *Monochrome RPG*
• Lead marketing campaigns and content creation for the *Monochrome RPG* and *SETVR* with over 20,000 engagements on Twitter, Reddit, and Instagram
• Address project concerns over Discord in a 1,000+ member Workshop

Co-Founder, Executive Business Manager
Tired Turtle Games LLC, Philadelphia, PA
October 2019 - Present

• Manage cooperative business documentation and organizational tasks through Airtable and Discord
• Correspond with game companies and publishers
• Devise social media campaigns for *Digital Janitors*
• Design assets and promotional material for *Digital Janitors*

Game Design Intern
OpenForge, Philadelphia, PA
March 2021 - September 2021

• Designed game assets and animations for educational business simulator called *Start-Up Wars*
• Drafted User Interface designs for application
• Collaborated with a team of eight designers to create game quests and interactions
• Conducted quality assurance testing and documentation