

# Carys Gooi

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## Education

University of Southern California

- BA Interactive Entertainment, Minor in Astronomy

Expected Graduation: May 2022

## Skills

Game development: Unity (C#), Unity Collab, Perforce, Visual Studio (C++)

Art and Graphic Design: Photoshop CC, Maya, GIMP, Procreate, Paint Tool SAI

Languages: English, Mandarin, Malay, Cantonese

## Projects

### Mochi Madness | Co-designer & Lead Artist

Spring 2020 - Present

*Unity, Maya, Photoshop CC*

- designed core mechanics, gameplay elements and stages
- 3D modelled all in-game assets which were various Japanese desserts
- created UI elements with a specific aesthetic

### Tape On Me | Designer & 3D Artist

Spring 2020

*Unity, Maya, Procreate*

- conceptualized the core gameplay loop of the game
- 3D modelled low-poly furniture models

### Monster Coffeeshop | Co-designer & 2D Artist

Fall 2019 - Present

*Unity, Procreate*

- designed core concept, mechanics and gameplay
- created 2D art assets of various beverages, coffeeshop-inspired UI and character reactions

### The Witch and The Wisp | 2D Artist

Fall 2018

*Paint Tool SAI*

- created pixel art backgrounds for each individual stage
- illustrated the cover image art using a painterly art style

## Work and Cocurricular Experience

### Graphic Designer for USC Games Editorial

Spring 2020 - Present

*Photoshop CC*

- made video thumbnails and posters for USC Games Expo, Global Game Jam @ USC
- communicated frequently and efficiently with team leader to ensure work created was of standard

### Marketing Director for

Fall 2019 - Present

### Makers of Entertaining Games Association (MEGA) Student Organization

- helped organized schoolwide game jams, speaker events and industry panels
- utilized social media to promote events and build a platform for student game developers
- effective communication with the rest of the executive board in organizing events