

Carys Gooi

(310) 849-9198 gooi@usc.edu Los Angeles, CA [linkedin.com/in/carysgooi/](https://www.linkedin.com/in/carysgooi/) carysgooi.wixsite.com/portfolio

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

Fall 2019 - Present

Marketing Director for

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