

ELLIE LOCATIS

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A technical designer with a passion for implementing complex systems, solving problems, and improving workflows. Experience in systems, AI, UI/UX design, documentation, and product ownership.

EXPERIENCE

Technical Designer, Iron Galaxy Studios Summer 2020 – Present

- Sole AI designer on *Rumbleverse*, a melee battle royale
- Responsible for player proxy bots in battle royale modes, tutorial bots, and smoke bots for internal testing
- Implemented UI systems and screens, including battle pass and in-game ping system
- Created and balanced character abilities for an unreleased strategy game
- Gained experience both as a product owner and an individual contributor for gameplay and UI features

Design Intern, Iron Galaxy Studios Summer 2019

- Worked on a tournament spectator mode for an unreleased first-person shooter
- Gained experience designing and implementing widgets and screens in UE4 blueprint
- Collaborated with people from many disciplines, both in person and remotely between the two studios

Technical Designer, Games for Entertainment and Learning Lab Summers 2017 – 2019

- Technical Director for *When Rivers Were Trails*, a point-and-click adventure game about US history
- Worked closely with the client to ensure accurate depictions of the educational information, including period-accurate maps and stories written by indigenous people from each represented region
- Designed and implemented game systems and conducted internal and external playtests
- Managed a team of seven designers and programmers

EDUCATION

Bachelor of Science in Computer Science, Michigan State University Graduated 2020

- Minor in Game Design and Development
- President of the student organization Spartasoft — gave regular lectures on topics in video game development, organized guest talks from MSU alumni and game studio employees, organized and hosted both local game jams and Global Game Jams

SKILLS

Game Development: Rapid prototyping, system design and implementation, system balancing, playtest administration, data analysis, UI/UX design, project management, virtual reality development

Software: Unity, Unreal Engine 4, UE4 Blueprint, Photoshop, Maya, Substance, Confluence, Jira

Programming Languages: proficient in C#, C++, Python; some experience in HTML, CSS, PHP, Java, and XML