

ANNA GUIDUBALDI

DESIGNER / DIRECTOR

CONTACT

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 ORLANDO, FL

EDUCATION

M.S. - THEMED EXPERIENCE

UNIVERSITY OF CENTRAL FLORIDA
2021-2023
GPA: 3.96

B.A. - GAME DESIGN MINOR IN PSYCHOLOGY

UNIVERSITY OF CENTRAL FLORIDA
2015-2020
GPA: 3.74
BURNETT HONORS COLLEGE

SKILLS

AGILE MANAGEMENT
DESIGN
COMMUNICATION
DOCUMENTATION

TOOLS

ADOBE SUITE
TASKING SOFTWARE (MONDAY, JIRA)
WIX WEB DESIGN TOOLS
GAME DESIGN SOFTWARE
FIGMA, CANVA, AND GENIALLY
MICROSOFT OFFICE AND GOOGLE SUITE

WORK EXPERIENCE

PROJECT MANAGER

ADAPTIVE IMMERSION TECHNOLOGIES 2020-PRESENT

- MANAGED A SMALL TEAM OF REMOTE GAME DEVELOPERS WITH VARIED SKILL SETS AND HELPED THEM TO CREATE STATE-OF-THE-ART 3D ASSESSMENT AND TRAINING SIMULATIONS (BOTH DESKTOP AND VR)
- HANDLED ALL DEV TEAM TASKING, SCHEDULING, AND SPRINT MANAGEMENT
- LED WEEKLY SCRUM MEETINGS AND CLIENT CHECK-INS
- HANDLED CONFLICT RESOLUTION AND PROMOTED COMMUNICATION
- ENFORCED PROJECT SCOPES AND DEADLINES
- WROTE AND COMPILED MONTHLY PROGRESS REPORTS
- ASSISTED THE MARKETING TEAM BY DESIGNING FLIERS, INFOGRAPHICS, AND CONTENT FOR POSTS
- CREATED BOTH PROMOTIONAL AND DELIVERABLE VIDEO CONTENT USING ADOBE PREMIERE
- CREATED PROTOTYPE UI, WEBSITE, AND LOGO DESIGNS USING WIX AND ADOBE PHOTOSHOP
- CREATED GAME DESIGN REFERENCE DOCUMENTATION AND MOCKUPS
- DEVELOPED AN ORGANIZATION SYSTEM FOR ALL MEDIA CONTENT
- HELD INTERVIEWS AND HELPED DEVELOP QUESTIONS AND TEST EXERCISES FOR NEW DEVELOPERS
- DESIGNED AND PARTICIPATED IN A/B TESTING FOR BOTH IN-GAME UI FEATURES AND WEBSITE DESIGN ELEMENTS
- CREATED SURVEYS USING ALCHEMER

UNIVERSAL CREATIVE LAB STUDENT

UCF WORKSHOP CLASS SUMMER 2023

- CREATED A FULL THEMED DARK RIDE PROJECT PROPOSAL IN A COLLABORATIVE TEAM ENVIRONMENT
- DEVELOPED CONCEPT ART SKETCHES AND FINAL RIDE AND SHOW SET RENDERINGS
- LEARNED RELEVANT INDUSTRY SKILLS THROUGH EXPERT INSTRUCTION AND ACTIVE PARTICIPATION
- PRACTICED DOCUMENTATION AND PRESENTATION SKILLS AMIDST REAL INDUSTRY PROFESSIONALS

CREATIVE DIRECTOR

HELLION STUDIOS 2019-2020

- CREATED CONCEPT ART, 3D MODELS, AND TEXTURES FOR IN-GAME CHARACTERS AND PROPS
- DEVELOPED AND ENFORCED DESIGN STANDARDS THROUGH THE ART STYLE GUIDE (ASG) AND GAME DESIGN DOCUMENT (GDD)
- ORGANIZED FILE STRUCTURE, SCHEDULED TASKS, AND HELD SCRUM MEETINGS FOR OUR LARGE TEAM
- TRACKED TASK PROGRESS AND REVIEWED DELIVERABLES
- DEVELOPED USING AN ITERATIVE DESIGN PROCESS

GAME DESIGN SCHOLAR

LIMBITLESS SOLUTIONS SUMMER 2019

- CREATED INFOGRAPHIC ASSETS AND MERCHANDISE DESIGNS
- CREATED 3D MODELS FOR THE LIMBITLESS RUNNER VIDEOGAME
- DESIGNED AND MODELED THEMATIC PROSTHETIC ARM VARIATIONS FOR 3D PRINTING
- ATTENDED CONFERENCES AND CONVENTIONS