

# IZZY REES

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## UNIVERSITY OF SOUTHERN CALIFORNIA

Bachelors of Arts in Interactive Media and Game Design  
Video Game Programming & Game Animation Minor  
May 2020 | GPA: 3.67

## SKILLS

### Project Management:

- Trello
- Asana

### 3D & 2D Art:

- Autodesk Maya
- Pixologic Zbrush
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Paint Tool Sai

### Programming:

- C++ (Unreal)
- C# (Unity3D)
- Python

### Version Control:

- Perforce
- Github

### Languages:

Fluent: English  
Moderate: Mandarin

## ACHIEVEMENTS

### One Hand Clapping:

*Emerging Talent Nominee*  
Ludicrous | Jan 2019

*Best Student Project Nominee*  
Unity Awards | Dec 2018

*Game Pitch Championship*  
Dreamhack Atlanta | Nov 2018

*Audience Choice Award*  
Indiecade | Oct 2018

*Best Student Game*  
Intentional Play Summit | Sep 2018

### Academics:

*Dean's List*  
Aug 2016 – Present

## PROJECT EXPERIENCE

### SENIOR ART MANAGER, PROJECT ICARUS.....JANUARY 2018 – PRESENT

- Supervised a team of 16 artists from various universities to produce 3D and 2D assets for a VR arena shooter game
- Delegated weekly tasks, scheduled and attended meetings, set milestones, wrote standardizing documents, and facilitated communication between art, design, and engineering
- Oversaw weekly meetings to quality check work made in Maya 2018, ZBrush, and Adobe Photoshop
- Modeled, rigged, and handled implementation of all assets into Unity3D

### LEAD ARTIST, ONE HAND CLAPPING.....MAY 2017 – JUNE 2018

- Shipped 2D platformer where players sing to solve puzzles that has accumulated over 275k downloads, in addition to being featured on DisneyXD, Kotaku, and VentureBeat
- Led and recruited a team of 9 artists, assigned weekly tasks on Asana, and recorded individualizing feedback
- Developed and directed production of all 2D assets, animations, UI, promotional materials, and concepts

### PRODUCER, UNHOLY ASCENSION.....MARCH - MAY 2017

- Developed and designed analog board game about beast fighting in collaboration with 3 other students
- Made original designs for 14 unique cards, as well as final game board art
- Coordinated and attended over 12 user research tests, making iterations based on data gathered from usability testing

## WORK EXPERIENCE

### STUDENT ASSISTANT, USC GAMES.....JANUARY 2019 – PRESENT

- Counseled over 40 students researching viable and competitive market opportunities in games for the USC Business & Management of Games course
- Guided students through development and rehearsal of original funding pitches and presentations
- Assisted professor with production of course, distribution of class assignments and documents, organization, and external communication with guest speakers

### SOCIAL MEDIA MANAGER, OCTOBER.....MAY 2018 – PRESENT

- Built and executed social media strategies and campaigns to support overall brand objectives and improve customer acquisition
- Published, designed, and managed original daily content to engage and acquire followers across Facebook, Twitter, and Instagram
- Managed BackerKit pages, updates, customer service, and shipping of finalized product

## VOLUNTEER EXPERIENCE

### THE QUEERNESS AND GAMES CONFERENCE.....APRIL 2017

- Assisted in the production of QGCon, an annual, community-oriented, nationally-recognized event dedicated to exploring the intersection of LGBTQ issues and video games
- Orientated and checked registration for attendees, speakers, and other volunteers