



Camellia Shea

Game Designer+Developer, Interactive Media Artist

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Projects

Palingenesis - Designer (2020)

Experimental tabletop role-playing game that envisions a world after humans.

In Stitches - Designer (2020)

Experimental cooperative card game about building queer monsters.

I Will Be Your Eyes And Hands - Designer & Developer (2018)

Interactive fiction about late-stage capitalism. Made in less than a week.

Snurgeon - Designer & Developer (2018)

Light-hearted hack-n-slash about a snail saving a friend. Managed a group of 2 team members (an artist and a musician) in order to complete game within deadline.

Awards & Honors

Snurgeon

Featured in 2019 UCSC Games Showcase.

I Will Be Your Eyes And Hands

Featured in 2019 UCSC Games Showcase.

Honorable mention for “B-A-N-A-N-A-S” award for experimental games.

Education

UC Santa Cruz: 2018 - Present

Art & Design: Games & Playable Media B.A.

Sierra College: 2014 - 2018

Natural Sciences A.A.

Dean's List - 2018.

Attended community college while in highschool via early college program.

Skills

Leadership
Team Organization
Communication
Problem Solving
Mind-mapping
Rapid prototyping
Character Design
Systems Design
Spriting + Animation
Debian server management
Expert Linux knowledge
75 WPM typing

Tools

GameMaker Studio 1.4 + 2
Unity 2D + 3D
Trello
Git
Microsoft Suite
Google Suite
Adobe Suite
Audacity
Construct 3
Phaser 3
Twine 1 + 2
LÖVE

Languages

GameMaker Language
HTML5
CSS
Javascript
Lua
Python
C
C#
Bash
Java
BASIC