**Audrey White** – **Game Design, Game Production**

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**Experience**

*Game Designer, WorldWinner*

June 2023 - Present

**Lead Designer, Producer - *Galaxy Match***,(released January 2025)

* Top 5 game leading in KPI’s on FanDuel Faceoff
* Designed all mechanics, systems, gameplay flow, and tuning
* Managed and maintained communication and materials needed from both art and engineering departments, keeping on top of timelines and game scope

**Lead Designer - *Loteria Fantastica***, (released April 2024)

* Designed and shipped a top selling game, tuning gameplay variables, game mechanic design, creating documentation (GDD,) team management, schedule structure, communication and structuring the outcome of the player experience.
* Organized and scoped the project to meet critical deadlines for our company and partners.
* Set up business connections to outsource our games at GDC 2024/Hosted the WW booth at GDC 2025.

*Jr. Level Designer, (Internship) Free Range Games*

June 2022 – August 2022

* Worked in Unity on asset wireframes, designed levels, assisted in QA on Wrekless (releasing 2025)
* Blocked out levels using the park builder tool to test game mechanics and game modes
* Set up documentation for new mechanics, systems, and asset creation
* Worked productively in a team with accomplished industry professionals

**Education**

*Academy of Art University*, 79 New Montgomery St, San Francisco, CA 94105

Degree: BFA in Game Design, 2017 - 2023

* Built over 25+ video game projects in Unreal Engine 4/5 and Unity
* Led over 5 team projects, including a Spring Show winner and GDC Lead Designer 2023
* **Valedictorian 2023**

**Skills**

Advanced: Unity, Unreal Engine 4/5, Photoshop CC  
Proficient: Maya, Adobe Premiere, Microsoft Office Suite, Jira, Confluence, Slack

​Design: Gameplay design from early documentation/basic blockouts to final shipped product with complete paper trail of strengthened design decisions

Producer: Team communication and management involving JIRA tasks, sprint planning, scope/timeline breakdowns, project tracking, team/project representative, community management/individual communications

Video/Camera: Full video production work from recording to final edits from inside the game's How to Play to in-app living voiceover pro tips and all the way to social media content creation/dev kits to give content creators

**Achievements**

* **Featured articles:** [**https://venturebeat.com/games/worldwinner-kicks-off-25th-anniversary-with-bilingual-loteria-fantastica-game/**](https://venturebeat.com/games/worldwinner-kicks-off-25th-anniversary-with-bilingual-loteria-fantastica-game/)[**https://www.gamedeveloper.com/design/bringing-loter-a-from-the-kitchen-table-to-mobile-phone-screens**](https://www.gamedeveloper.com/design/bringing-loter-a-from-the-kitchen-table-to-mobile-phone-screens)
* **Lead Designer on a Collaborative project, "Plague" that went to GDC, PAX East, Comic Con 2023**