Alina Christenbury
Technical Game Designer

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SKILLS & TOOLS

- Unity | Git
- C# | Python | Java | C/C++ | Java Swing
- Tensorflow | Pytorch | FastAI | OpenCV
- SCSS | CSS | React | HTML | Javascript
- IntelliJ IDEA | Pycharm | Rider | Sourcetree
- Krita | Final Cut Pro | After Effects | Sony Vegas
- Zotero | Roam Research

WORK EXPERIENCE

University of Delaware
Research Fellow
June 2018 — Present
Virtual Reality Summer Scholar
June 2018 — August 2018
Game Development Intern
May 2017 — August 2017

Golden Egg Labs
Front End Developer
January 2018 (Contract)

SmartyPal
Game Design Intern
February 2017 — May 2017

RESEARCH INTERESTS

Games, procedural generation, human-computer interaction, artificial intelligence, XR

AWARDS

Words for Nerds Finalist. May 2020
The Pitch Project Finalist. Nov 2020
Unidel Distinguished Graduate Scholars Program. May 2019
Lauri Pfeffer Shinn Memorial Award. May 2019
Power Leveling Program. Dec 2018

EDUCATION

University of Delaware
Computer Science M.S., 2021
Computer Science B.S., 2019
Minor in Entrepreneurial Studies

DESIGN

- Designed **boss fight game loop and attack patterns** for AlgoTutorBot Boss Battle.
- **Prototyped and designed original board game**, Erupció. **Ran playtests and integrated player feedback** into the design. Designed tile-based gameplay mechanics. Integrated feedback from cultural sensitivity reader.
- Concepted and programmed educational ecological minigame suite with 3 original games for the Delaware Riverkeeper Network.
- **Rapid-prototyped, designed puzzle system, created assets** for potion-brewing VR escape room.

IMPLEMENTATION

- Experimented with **gesture-based gameplay and interaction** in virtual environments using Leap Motion hand tracking module.
- **Developed AI (machine learning algorithms)** to efficiently classify images and videos for accessibility including exposure to epilectic triggers.
- **Spearheaded dynamic content delivery system** to measure knowledge retention for educational Kinect quiz game, building spreadsheet-to-engine pipeline for designer use and content creation.
- **Introduced a modular and extensible SCSS framework** to style a web application across multiple clients.
- Created Leap Motion based **gesture controls for a First Person Shooter**.

COLLABORATION & COMMUNICATION

- Received **Distinguished Graduate Scholars Fellowship ($175,000)** for graduate studies.
- **Led text-to-character-creation project** using deep learning pipeline. **Mentored team of 2** undergraduate and high school student research assistants.
- Compiled and structured **documentation** for open source augmented reality headset.
- **Led student Vertically Integrated Projects team of 5** in designing VR team-based spaceship combat game.
- **Founded game maker meetup group**, hosted virtual and in person events 1-2x a month including playtests, tabletop game jams, indie game book club, and social meetups.

SELECTED PROJECTS

Creative Support Tools for Game Developers | Research Project | 2021-Present
- Scoped & developed deep learning BERT text-to-character model to generate video game character assets.

Solo Designer | AlgoTutorBot Boss Battle | PC Video Game | 2021-Present
- Created art assets and implemented a computer science theory boss battle game.

Solo Designer | Erupció | Tabletop Board Game | 2020-Present
- Designed and developed Hawai'ian-themed board game. **Top 50 finalist in** <u>The Pitch Project</u> **out of 600+ entrants**. Oversaw contributions from artist and content sensitivity reader.

Solo Designer | Coupricide | Tabletop Card Game | 2020-Present
- Created art assets and designed game system for a political parody game.

Project North Star Contributor | Hardware | 2017-2019
- Built 3D printed augmented reality headset from scratch, streamlined documentation into a more user-friendly website for open source community.