Stephanie Hostetter
QA Testing

Skills

- Adobe Dreamweaver, InDesign, Illustrator, Premiere Pro, and Photoshop
- Autodesk 3DS Max
- Figma
- Google Suite
- Logic Pro X
- Conversational Japanese (4 years studying at college level)
- Microsoft Office Suite
- Production Management (Height, Jira, and Trello)
- Source Control (GitHub, Source Tree)
- Unity
- Unreal Engine 4

Awards and Achievements

- *Dean's list*, Fall 2019 to Spring 2023
- *Oogomori Award for Excellence in Japanese Studies*, Spring 2023
- Member of the Japanese National Honors Society-College Chapter (JNHS-CC)
- Member of the Phi Beta Kappa Society

Contact Me

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Projects

Prison Break — *(Aug 2022 to Oct 2023)*

- 2D Hack-and-Slash Roguelite
- In progress project created by a group of eight
- **Production Lead**: Organizing sprints and tasks via Jira, facilitating meetings, and coordinating tasks with team members to keep production on track
- **Design**: Assisting with documentation and narrative and writing design
- **Sound Design**: Designing sound effects

Ultra Disc Club — *(Spring 2022)*

- Top-down multiplayer sports game based on *Windjammers*
- Created by a class of 28 over the course of a semester
- **Sound Design Lead**: Maintained an asset list, distributed tasks, coordinated with other team leads, and assisted design team with QA testing

One Man Band — *GADIG Club (Spring 2022)*

- Isometric pixel RPG with exploration and puzzle mechanics
- Facilitated production to keep the project on track and helped with QA testing

Attack of the Magic Cardboard — *GADIG Club (Spring 2021)*

- 2D physics cardgame in a 3D environment
- Co-wrote narrative design and dialogue for all the cutscenes; designed sound effects and co-wrote the main menu theme

Work Experience

Internship — *PartyGames.AI (Dec 2022 to Apr 2023)*

- QA Testing and UI Design for the PartyGames.AI website launch

Education

College Graduate — *George Mason University (Aug 2019 to May 2023)*

- Graduated with a BFA in Computer Game Design and minor in Japanese Studies; 3.93 GPA

High School Graduate — *(Aug 2015 to May 2019)*

- Graduated with a weighted 4.9 GPA with Honor Roll in top 20%

Extracurricular Activities

Game Analysis and Design Interest Group (GADIG) — *GMU (2019 to 2023)*

- Student organization dedicated to creating a game each semester
  Club President *(2021 to 2023)*
  - Organized club activities and documents, lead a large group of 50+ members, planned events and meetings with other club officers
  - Facilitated production for semester projects
  Club Secretary *(2020 to 2021)*