



ANNA GIACOMO

EDUCATION

Associate of Applied Science in Game Design – 2020

Austin Community College, Austin, Tx

PROJECT EXPERIENCE

Cosmic Bartender

Lead Game Designer

A sci-fi bartending simulator game (akin to *Diner Dash*) I created during my senior year with a team of 5 other designers, and small art and animation teams. I pitched my original concept that was one of two chosen to be created as the capstone projects.

As lead game designer I did a variety of different things during development:

- ❖ Wrote a majority of the documentation for the project
 - Gameplay design
 - Character & drink narratives
 - Flowcharts for front end flow and overall game progression
 - UI mockups
- ❖ Designed and helped implement the tutorial for the game
- ❖ In charge of acquiring and implementing sounds and music into the game.



AnnaGiacomo.com



(214)403-7816



gobiasbluth@live.com



www.linkedin.com/in/AnnaGiacomo

SKILLS

Game Design | Game Development | UI Design
Unity Engine | C#
Adobe Photoshop | Microsoft Office
Organization | Communication

WORK EXPERIENCE

Alamo Drafthouse Village

Bartender, Shift Lead | March 2012 – Present

- ❖ Customer service position in a fast-paced environment
- ❖ Training new staff
- ❖ Coordinating and communicating between management and staff during shifts
- ❖ identifying areas for increased efficiency and improvement while offering and implementing solutions
- ❖ I have enjoyed taking on side-projects to increase organization and team efficiency.