



**ANNA GIACOMO**

## EDUCATION

### Associate of Applied Science in Game Design – 2020

Austin Community College, Austin, Tx

## PROJECT EXPERIENCE

### Cosmic Bartender

*Lead Game Designer*

*Cosmic Bartender* was a sci-fi bartending simulator game (akin to *Diner Dash*). I pitched my original concept that was one of two chosen to be created as the capstone projects. As lead game designer I did many different things during development. I wrote a majority of the documentation for the project such as gameplay design, character and drink narratives, flow charts for front end flow and overall game progression, and UI mockups. In addition, I designed and helped implement the tutorial for the game. I also was in charge of acquiring and implementing sounds and music into the game.

## WORK EXPERIENCE

### Alamo Drafthouse Village

*Bartender, Shift Lead | March 2012 – Present*

This is a customer service position in a fast-paced environment. Being a lead requires me to train new staff, coordinate and communicate between management and staff during shifts, and identify areas for increased efficiency and improvement while offering and implementing solutions. In addition to my regular duties, I have enjoyed taking on side-projects to increase organization and team efficiency.

### Bath and Body Works

*Sales Associate | October 2011 – January 2012*

Retail, seasonal position.

### Pediatric Associates of Dallas

*Assistant to Head of Lab | 2008 - 2009*



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## SKILLS

**Game Design | Game Development | UI Design**

**Unity Engine | C# | Adobe Photoshop | Microsoft Office**

**Organization | Communication**