

SAMANTHA ABALAYAN

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EDUCATION

University of Southern California

Los Angeles, CA

Bachelor of Science, Computer Science Games, Minor in Technical Game Art

August 2022-Present

Relevant Coursework | Data Structures and Object Oriented Design, Principles of Software Development, 3D Character Modeling for Games, 3D Character Rigging for Games, Intro to Web Development, Intermediate Game Design and Production

LEADERSHIP & INVOLVEMENT

Donuts!, Advanced Game Project at USC

Los Angeles, CA

UI/UX Lead

June 2024-Present

- Coordinated interdisciplinary UI/UX team tasks and deadlines, achieving deadlines promptly and on-time
- Created user-friendly layouts for in-game UI elements and menus
- Formulated visual identity of UI in collaboration with art team to ensure readability and visual cohesion with art

Kazan Taiko

Los Angeles, CA

Social Media Chair

May 2023-Present

- Organize social events to create a welcoming atmosphere, resulting in a 40% increased member retention
- Promoted on social media in order to promote professional identity of club to clients, resulting in increased engagement

ACADEMIC PROJECTS

Sonar Serenade

Los Angeles, CA

Gameplay Engineer, Gameplay Designer

January 2024-May 2024

- Led meetings between team and external team member at Berklee School of Music every week
- Analysed telemetry data of 3 rounds of playtests using Google Sheets in order to present findings
- Programmed 4 levels of rhythm game and exploration to design cohesive narrative and game experience

Mobile Joy, CreateSC

Los Angeles, CA

UI/UX Designer, User Researcher

April 2024

- Researched user accessibility needs in regards to entertainment to enhance experience for users with medical disabilities
- Constructed 5 mobile app screen prototypes using Figma software in order to emulate devised mobile app

Jizo no Akumu, Masters in Fine Arts, Game Design Capstone

Los Angeles, CA

UI/UX Designer, Character Concept Artist

May 2023-January 2024

- Advised UI direction, building low to mid fidelity mockups on Figma and implementing assets in Unity Engine
- Collaborate with art team over 3 months in order to convey overall visual identity for 3 characters

Innovative Design at USC

Los Angeles, CA

Web Developer

January 2023-May 2023

- Utilized squarespace to develop navigation tools and modular widgets to boost responsiveness and accessibility of interface
- Designed 3 website wireframes and prototypes using Figma, improving clarity and professional presentation

WORK EXPERIENCE

USC Caruso Catholic Center

Los Angeles, CA

Student Ambassador

September 2022-Present

- Facilitate calls between parishioners and staff in order to streamline communication
- Develop a positive environment through preparation of events held at church

AWARDS

CreateSC Finalist (April 2024)

Career Technical Education Medallion (June 2022)

LB Codes Finalist, 2nd Place (April 2019)

SKILLS

Programming Languages | C++, C#, HTML, CSS, Python, MEL, Java, JavaScript

Programs | Unity Engine, Unreal Engine, Autodesk Maya, Figma