

Ally Maraza

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SKILLS

- Game Engines: Unreal Engine, Pygame, Godot, Unity
- Programming: C++, Python, C#
- Source Control: GitHub, Perforce, Git CLI
- Project Management Tools: Trello, Jira, Confluence, ClickUp
- Adobe Suite: Photoshop, InDesign, Premiere Pro

RELEVANT PROJECTS

Crabitat Combo - Independent Card Game

- Successfully funded on Kickstarter; managing manufacturing, production, and logistics.
- Designed, and prototyped a card game, refining mechanics and player experience.
- Promoted the game through conventions, and networking with industry peers.

Astro - Collaborative Unreal Engine Project

- Collaborated in a team to design and develop a game inspired by a reference title, creating original mechanics, levels, and gameplay systems.
- Utilized source control and project management tools to coordinate development.
- Delivered a polished, playable game prototype under deadlines.

Pressure Keeper - Pico 8 Game Jam Project

- Used Pico 8, a fantasy game console with strong limitations on code length, sprite limit, and color palette.
- Programmed from scratch important functions not provided such as collision detection, a particle system, and timed delay functions.
- Used Lua's tables creatively to represent objects and create clean, reusable code.

WORK EXPERIENCE

Full Sail University - Lab Specialist in Game Design

March 2023-Present

- Support campus and online students in Game Design courses by answering questions and providing guidance on assignments, primarily in Unreal Engine.
- Facilitate productive lab sessions by troubleshooting technical issues, clarifying course material, and mentoring students on best practices.
- Monitor online channels to ensure timely responses and consistent support for remote learners.

EDUCATION

Computer Science Bachelors - Full Sail University

February 2027

Game Design Bachelors of Science - Full Sail University

November 2022