

Erin J.K. Truesdell

erinjktruesdell.com

(603) 558 - 1356

erinjktruesdell@gmail.com



Education

Drexel University, Philadelphia PA
BS Game Design and Production
Minor Music Theory and Composition
Anticipated Graduation 2019

Honors

Conference Presenter

National Conference on
Undergraduate Research, 2017

Aspire Scholar

Drexel University, 2016 - 2017

Conference Presenter

FIRST Championship Conferences, 2015

Student Who Makes a Difference

Lake Sunapee Region VNA and Hospice
2014

Activities

Philadelphia Wind Symphony

2017 - Present

Pi Nu Epsilon Honorary Music Fraternity

2016 - Present

Events Coordinator 2016-2017

- Submitted Drexel event paperwork
- Planned and led recruitment events
- Managed large collaborative events

President 2017-2018

- Planned and led chapter meetings

Drexel Newman Catholic Community

2015 - Present

Outreach Chair 2016

- Tabled at University events
- Planned and led freshman retreat

Events Coordinator 2017

- Submitted Drexel event paperwork
- Coordinated space reservations

Drexel Concert Band

2015 - Present

Scholarship Recipient 2015-Present

Section Leader 2016-Present

Skills

Autodesk Maya, Autodesk Mudbox, Vicon Blade
Adobe Photoshop, Adobe Illustrator, Adobe After Effects
Unity 3D, C#, Java, Python,
Grant Writing, Wordpress, Mailchimp, Constant Contact,
Public Relations, Social Media

Experience

EGS Game Designer

ENTREPRENEURIAL GAME STUDIO at DREXEL UNIVERSITY
Philadelphia, PA, September 2017 - March 2018

- Designed, programmed, and tested mobile minigames for mixed-reality game
- Drafted and edited grant proposal documents
- Maintained and administrated student incubator program
- Operated social media accounts and public-facing newsletters
- Led sixth-grade students in weekly robotic music course
- Promoted research and incubator program to lab visitors and prospective students

3D Artist and Project Manager, STILL ON THE WATER

PREDICTION ERROR PRODUCTIONS

Philadelphia, PA, June 2017 - Present

- Designed and created low-poly 3D assets for procedurally generated game
- Oversaw distribution of hardware
- Managed production of scripts, atmospherics, and presentation deliverables

Programming Lead, All Ears

DREXEL UNIVERSITY

Philadelphia, PA, April - June 2017

- Programmed sound-based game about visual impairments with stereo audio
- Implemented level design and dialogue script into game level
- Created Foley effects for game

STAR Scholar

ENTREPRENEURIAL GAME STUDIO at DREXEL UNIVERSITY

Philadelphia, PA, June - August 2016

- Researched design of engaging online learning environments
- Assisted in planning and executing workshops for area youth
- Presented research in form of academic paper and poster session

Programming Intern

GANNETT FLEMING, INC

Lebanon, NH, June 2014 - August 2015

- Delivered beta program for manipulating Rail Traffic Controller (RTC) models
- Developed code libraries in C# for the TAROS Rail Operations Software
- Created licensing module using encryption key technology
- Deployed UI testing components using WPF UI Automation and Named Pipes