

Molly Eisenback

Quality Assurance Generalist and M.A. Student in Game Design

molly.eisenback@gmail.com ❖ Washington, D.C. Metro Area (Open to remote work) ❖ www.mollyeisenback.com

PROJECTS & PROTOTYPES

Love Bytes (Portfolio: <https://mollyeisenback.com/love-bytes>)

Ongoing

Unity (2D), Adobe Photoshop

Student Solo Project

- **Role:** Designed concept, mechanics, puzzles, and levels; programmed entire game in C#; designed and animated all UI and characters
- **Concept:** A lighthearted 2D adventure poking fun at the absurdity of modern online dating; challenges the player to make their way through a timed maze while interacting with various “dates”/NPCs with unique powers that can both assist and hinder them on their journey

Menses: The Game (Portfolio: <https://mollyeisenback.com/menses-the-game>)

November 2019

Unity (2D)

American University Newsjam (5 designers)

- **Role:** Contributed to the core concept/design and C# programming (character controls; timer; progress bar; item spawning, movement, and collision; audio syncing; etc.)
- **Concept:** A 2D digital game in which players must collect a certain number of moving items within a time limit while avoiding obstacles

Hack the Lab (Portfolio: <https://mollyeisenback.com/hack-the-lab>)

December 2019

Scratch, Raspberry Pi, RFID, QR, Adobe Photoshop

Student Team (3 designers)

- **Role:** Contributed to the core concept/design; all puzzle design; UI/UX design
- **Concept:** Multiplayer game combining different platforms into a code-based puzzle solved with RFID tech

WORK EXPERIENCE

Digimancy Entertainment

February 2023 – Present

Quality Assurance Generalist (Contract)

Remote

iD Tech

May – September 2020

Online Camp Instructor

Remote

- Instruct students aged 7-19 in game design and related software, including Unity, Scratch, and Autodesk Maya
- Supervise student game design and development projects

SKILLS & INTERESTS

- **Skills:** Unity; Unreal Engine; GameMaker Studio 2; Twine; Scratch; Programming/coding (C#, Python, HTML); Adobe Suite (Photoshop, Character Animator, Dreamweaver, InDesign, Premiere, Acrobat); 3D modeling (Autodesk Maya); Microsoft Office (Word, Excel, Project, PowerPoint); audio editing (Audacity); game design & development; project management & production; public speaking; creative writing
- **Interests:** Gaming; musical theatre; college football; reading; journalism & media literacy; hedgehog breeding

AWARDS & HONORS

JBL Quantum Changemakers x 1,000 Dreams Fund Challenge

September 2021

- One of thirty recipients of a \$1,500 grant for women looking to break into gaming and esports

EDUCATION

American University
Master of Arts, Game Design

Expected graduation May 2023
Washington, D.C.

Virginia Polytechnic Institute and State University (Virginia Tech)
Bachelor of Arts, Communication (Electronic & Print Journalism concentration)

Blacksburg, VA

- **Honors:** Cum laude; University Honors graduate; National Society of Collegiate Scholars
- **Leadership:** News Director, Virginia Tech Television; Co-News Director, Planet Blacksburg Television
- **Activities:** Marching Virginians (band); Hokie Ambassadors (tour guides); New River Stage (local theatre)

MASTER'S COURSEWORK

Game Prototyping
Games, History & Society
Digital Art Tools & Techniques
AI & Games
Project Management

Game Development
Game Research Methods
Intro to 3D Static Modeling
Writing for Interactivity
Master's Capstone (*Spring 2023*)

Advanced Game Development
Making Meaningful Games
Playful Cities
User Interface Analysis & Design