

# Carissa Vadella

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https://www.cvadella.com/

Sales & Marketing Mentor: Larry Kuperman, Dir. Business Development at Nightdive Studios

## EDUCATION

Lawrence Tech University
Southfield, MI | Aug. 2015 - May 2020

Bachelor's of Science: Computer Science, Game Development GPA: 3.57

## **CERTIFICATIONS**

■ Google Analytics for Beginners

#### SKILLS

# Marketing & communication

Discord creation/moderation, e-mail & social media copywriting, technical writing, event planning, public speaking, customer support

#### Social media platforms

Discord, Reddit, YouTube, Twitter, Bilibili, VK

## Content creation

Adobe Photoshop & Illustrator, Aseprite, Audacity, iMovie, OBS

#### Productivity

Microsoft Office Suite, Asana, Trello, JIRA, Front, Notion, Slack, Google Sheets, Loggly

#### **Tools & engines**

Unity, UE4, Playfab, Unity Collab, GitHub, Source Tree

# Code

SquareSpace, WordPress, HTML, CSS, SQL, C#

#### **EXPERIENCE**

Future Friends | July 2021 - Now Community Manager

Moderate Steam forums and Discord, provide customer support to Kickstarter backers for multiple clients.

Doborog | Nov. 2020 - Now

# **Community Manager**

Create & moderate Discord with >3k members in multiple languages. Provide customer support on 4+ platforms. Write documentation optimized for translation. Log bugs. Investigate & resolve >2k in-game player reports. Create social media posts for Reddit, Facebook, and Twitter.

LTU X | Jan. 2018 - Feb. 2021

## Game Expo Chair

Help organize event with 1.5k attendees (>500% increase in attendance).
 Create promo posts (for 4+ social platforms) and signage. Secure around \$12k in funding, 8+ speakers, & 65+ developers. Promote event via TV/newspaper/podcast interviews.

Infinite Machine | Oct. 2016 - Aug. 2020

Project Manager → Community Manager

- Manage 40 people in 6 teams. Increase attendance by >700%.
- Manage 3+ social platforms. Run >100 attendee events, recruit speakers/volunteers. Secure around \$5k of funding.

ImageSoft | June 2017 - Nov. 2017

Technical Intern (Customer Care)

■ Provide **customer support** via **email, phone**, & GoToMeeting.

#### ACHIEVEMENTS

- Provided **QA** to FanLabel iOS app + Sagebrush PC game
- Provided playtesting for QAG's Saturnalia
- Co-hosted CM round table at Meaningful Play 2018
- Helped run game dev meetup Locally Sourced
- Taught two week-long game dev summer camps for high schoolers
- Worked as a Girls Who Code instructor for a middle school club
- Had game xXBrok3nxH3artXx played by Jupiter Hadley
- Participated in 12+ game jams