

McKenna Gameros

mckennagameros.com

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EDUCATION

B.S. Computer Engineering with Software Emphasis 2020
Oklahoma Christian University

M.S. Interactive Media and Game Design 2022
Worcester Polytechnic Institute

PROJECTS

Luna 2021
<https://femme fatales.itch.io/luna>
Only programmer on a 7-person team
Worked in Unity using C# to publish a 10 minute game on itch.io
Wrote basic storyline and programmed 15 platforms and item collection mechanics

Ignis 2021
<https://mckennagameros.wixsite.com/ignis>
Scrum master, programmer, and writer on a 7-person team
Worked in Unreal Engine 4 using C++ and Blueprints to publish a 30 minute game on Wix
Wrote 50 lines of dialogue and programmed dialogue system with emphasis on scalability
Composed and recorded 4 looping songs for the soundtrack averaging 1 minute long each

WORK EXPERIENCE

Instructor - Storytelling in Interactive Media and Games March 2022-Present
Worcester Polytechnic Institute
Worcester, MA
Lead discussion on basic storytelling concepts with 30 students
Design and implement a Discord server for 3 class sections (75 students total)
Collaborate with 3 professors and 2 student assistants to manage classes
Oversee the creation of 3 alternate reality games

Teaching Assistant - Narrative in Interactive Media and Games February 2022-March 2022
Worcester Polytechnic Institute
Worcester, MA
Wrote guidelines for peer review of a lore bible created by groups of 3-5 students
Read and gave feedback on written assignments focusing on lore and story structure