

Mya Cordner-Cassidy

- Game Designer & 2D Artist -

m.j.cordnercassidy@gmail.com



[in/mya-cordner-cassidy/](https://www.linkedin.com/in/mya-cordner-cassidy/)



[@DarkCynder11](https://twitter.com/DarkCynder11)



myacreates.com

Profile:

Creative and dedicated Game Designer. Exceptional at both digital and traditional forms of art. Always willing to see a project through to completion with a heavy emphasis on quality and consistency. A kind, caring individual with leadership qualities and can easily connect with team members. Effortlessly adapts to working with interdisciplinary teams. Demonstrates flexibility when introduced to new software and environments.

Skills:

Technical:

- MS Office
- Adobe Suite
- Google Suite
- Procreate
- Unity
- Slack
- Github
- ClickUp

Interpersonal:

- Organized
- Collaborative
- Adaptable
- Outgoing
- Quick Thinker
- Public Speaking

Education:

Honours Bachelor of Game Design
Sheridan College, Oakville ON

(September 2018 - April 2022)

Relevant Experience:

Project Manager & Lead Game Designer
Fallen Toast, Oakville ON

(September 2021 - Apr 2022)

- Final year capstone project at Sheridan College.
- Created meeting schedules and take notes.
- Assisted team members in determining their roles and responsibilities.
- Created a hierarchy of tasks that align with the project's milestones.
- Communicated with team members and determined what is needed to complete their task.
- Made sure milestone tasks were handed in on time and in proper format.
- Designed a pitch deck to present the game concept to the team.
- Designed game pillars, mechanics, and art direction with feedback from the team.
- Designed playtest guidelines and questionnaires for the team to use.
- Designed puzzles using core mechanics.
- Tested the prototype and made adjustments based on playtest feedback.
- Storyboarded animated cutscenes for the art team.
- Edited the animated cutscene.

Design/ Animation Intern

(May 2022 - July 2022)

Boom Gaming, Burlington, ON

- Learned the Reallusion software for the first time.
- Documented all findings related to learning the desired software for future onboarding.
- Created video tutorials based on the research findings.
- Created photo-realism human models based on reference images.
- Created said models using the various tools found within the software.
- Tested the limitations of the iClone software.
- Created and tested facial animations using iClone.
- Exported said animations and imported them into Unreal Engine 5.
- Document and research any problems/ issues that were discovered.
- Had meetings with employers and demonstrated what was being worked on.

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Relevant Experience Continued:

Store Manager & Systems Manager

(July 2017 - June 2023)

Waterdown Retail & Waterdown Vape Shop, Waterdown, ON

- Create and manage employee work schedule weekly.
- Price, categorize and organize video games from Atari 2600 to today's current consoles.
- Create, review and edit store policies.
- Create graphic design posters and media for both inside the store and outside.
- Order, organize and inventory store product.
- Lead training sessions to integrate new software to staff.

References:

Kurston Timothy

Social & Digital Marketing Manager - Xbox
Canada

Relationship: Mentor

Phone: (819) 431-7192

Walter Wettges

Waterdown Retail & Waterdown Vape Shop

Relationship: Boss

Phone: (519) 757-9258

Saneliso (Sunny) Dube

Outerloop Games

Relationship: Previous Team Member

Phone: (647) 465-4381