

Madison Emery

[Portfolio — madisonemery.com](http://madisonemery.com)

Los Angeles, CA
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GAME DESIGN & WRITING

ARIN-561, USC Institute of Creative Technology – Writer/game designer

JUNE 2020 - MARCH 2021

Wrote dialogue, designed puzzles/levels in Unity 3D & worked with a team to create scaffolded levels that teach students the basics of AI algorithms. Wove in educational concepts to gameplay through character dialogue & tutorials. [Winner of the Serious Games Showcase 2022 Student Choice Award](#)
[Play Demo](#)

The Death Mask, by Mariana Cacique – Writer/narrative designer

JUL 2019 - MAY 2020

Worked on USC IMGD MFA student's mobile murder mystery game for Android feat. choice-based narrative. Designed narrative branches, wrote dialogue & filler text & put scenes in Ink
[Google Play store](#)
itch.io

Rocket Turtle Creator, Cumulus Networks – Game Designer/Unity Developer

AUG 2019 - APR 2020

2D avatar creator developed in Unity. Contracted by networking startup Cumulus Networks (since acquired) to develop a web browser dress-up game featuring the company mascot (Rocket Turtle) as a promotional tool. Used the provided branding assets to design/implement the UI system plus additional features (customizable text box, etc.).
[Portfolio](#)

EDUCATION

University of Southern California — Master of Fine Arts in Interactive Media & Game Design

AUGUST 2018 - PRESENT, ABD

ABD for an MFA with emphasis on game design, narrative design, & world building.

University of California, Davis — Bachelor of Arts in English, Creative Writing Emphasis

SEPTEMBER 2012 - JUNE 2016

Minor in Education, graduated with high honors.

SKILLS

Microsoft Office
Unity/C#
Adobe Photoshop & Premiere
Twine
Inkle
GB Studio

HONORS & AWARDS

USC Annenberg Fellowship
UC Davis Creative Writing
Honors Program
Magna Cum Laude, UC Davis

LANGUAGES

English (Native proficiency)
French (Limited working
proficiency)