

Brittany Price

Game Design

EXPERIENCE

Danger Space 2.0, ELVTR UE5 w/Cameron Williams Dec 2024-Feb 2025

- Danger Space is a first person shooter/stealth game where players will navigate an overrun military camp and defeat all enemies. The player can go in guns blazing or stealthily take down their opponents.
- Created a Pitch, Game Design Document, and vertical slice executing the premise of the game
- Unreal Engine 5 with Blueprints & C++ (for expanded game)

Danger Space 1.0, Master's of Fine Arts Project, The New School Aug 2021-May 2022

- First-person shooter game developed with Unreal Engine 4 and Blueprints
- Thesis involved having people testing the game and choosing the extent and types of violence in the game.

Invaders of Space, p5.party, The New School April 2022

- Redesigned version of Space Invaders using the p5. party library where players battle invading aliens to obtain a high score
- I worked on the sprites and making the various scenes along with transitions

Connect 4 Multiplayer, p5.party, The New School March 2022

- Allows two people to play this classic game online and in real-time instead of competing against a computer
- This was a single person project and created the game logic and visuals

PREVIOUS EXPERIENCE

Rep 1 Customer Support Chat, Spectrum, Raleigh, NC 10/2024—02/2025

Tutor, University Learning Center | The New School, New York, NY 08/2021—05/2022

IT Technician, Technology Assistance Center | UNCW, Wilmington, NC 05/2017—01/2020

TECHNICAL SKILLS AND SOFTWARE

Scripting

- ✓ Python
- ✓ Java
- ✓ C#
- ✓ Blueprints

Primary Skills

- ✓ UI/UX
- ✓ Animation
- ✓ Virtual Reality
- ✓ Artificial Intelligence

Software Experience

- ✓ Unreal Engine 5
- ✓ Unity
- ✓ MAYA
- ✓ Mixamo

CONTACT

- <https://www.linkedin.com/in/brittanyelizabethprice/>

SKILLS

Hard Skills:

- Game Prototyping
- 3D Animation
- Scripting

Techniques:

- Feedback Loops
- Systemic Gameplay
- Documentation

Tools and Software:

- Mixamo
- Unreal Engine 4/5
- Python

Languages:

- English (Native)
- Spanish (Intermediate)

EDUCATION

Parsons School of Design

Master's of Fine Arts - Game Design
New York City, New York
08/2020 - 05/2022

PORTFOLIO

<http://brittlizprice.com/portfolio-2/>