

experience

Magic Circle magiccircle.studio

August 2023 - Current

Designer

- Collaborated with a small team in designing web-based, mobile, party games. Rapidly prototyped and iterated on both game design and UI/UX to both spark joy and teach game rules while you play.

One More Multiverse multiverse.com

September 2019 - March 2023

Full-stack Developer (2019 - 2023)

- Implemented multiplayer gameplay features such as automated dice rollers, interactive story text, and text chat using React, Typescript, and Firebase.
- Created and maintained internal tools such as an asset management and nested tagging system.
- Worked with designers and artists across the team to bring Figma mockups to pixel-perfect life.
- Balanced user feedback from our community, addressing both feature and polish needs to increase player happiness.
- Worked on upgrading our codebase to Typescript, migrating database structures, and tools for data analytics.

Game Designer (2022 - 2023)

- Collaborated with executive team to turn company goals into pre-production plans. Ideated and designed rapid prototypes exploring how to make roleplay asynchronous, mobile, and fun for our existing real-time multiplayer roleplaying platform.
- Led agile team in producing Project Long Rest, an asynchronous, mobile roleplay game with React Native, Tailwind, and Firebase. As well as planned strategies and timelines for live service game.

Samsara samsara.com

June - August 2019

Software Engineering Intern

- Developed a new autocomplete user mention feature to improve coaching workflows in Samsara's driver safety platform, using React and GraphQL. Iterated on solutions through direct interviews with customers to address needs.

PTC Reality Lab ptc.com

February - May 2018

AR Innovation Research Intern

- Introduced UI revisions and gesture controls to the Reality Editor, an augmented reality platform, with Javascript. Launched various AR experiments and demos presented to the executive team.

education

Massachusetts Institute of Technology

June 2020

B.S. in Comparative Media Studies and Minor in Computer Science

projects

Soullocke Tracker soullocke.vercel.app

2021 - 2022

Developed a web-based tool using Next.js and Firebase that allows users to collaboratively track their journey in a game of Pokémon with soullocke rules. Includes automation specific to the ruleset. Currently has 1k monthly active users.

Wild Seasons store.steampowered.com/app/2595120/Wild_Seasons

2023 - Current

Designed and developed an original rogue-like, deck-gardening game in Unity with C#. Features a deck of plants you grow, a heartfelt narrative, and progression mechanics. Currently in development in a team of two. Demo available now.

Majiang majiang.web.app

2021

Adapted Chinese majiang/mahjong to a real-time, multiplayer browser game for 3-4 people. Supports play with custom and regional rule variations. Original design inspired by our family's twenty year old mahjong set.

Spectre github.com/jynnie/spectre-app

April 2019

Created a playful overlay mod in Electron that allows spectators of a game to choose what parts of the screen are visible. Published paper regarding the project in UK game studies journal, Press Start.