COURTNEY DIAZ

Summary

Creative game artist with a background in design, teaching, QA, and AI. I've worked on designing engaging user experiences and gameplay. With a strong foundation in game engines and a collaborative mindset, I'm eager to contribute to the next big project. Passionate about making memorable, fun gameplay while meeting project goals and timelines.

Education

Bachelor of Fine Arts in Game Art
Rocky Mountain College of Art & Design, Lakewood, CO – 2022

Associate of Science in General Education
Salt Lake Community College, Salt Lake City, UT – 2017

Certifications

TESOL Certification 2022

Contact

- Ogden, UT
- 801-920-8113
- courtneydiaz90@gmail.com

Professional Experience

CO-OWNER & ENGLISH TEACHER / ASTRO ENGLISH ACADEMY

PAJU, SOUTH KOREA 2022-2024

- Designed custom lesson plans and content, using game-like mechanics to engage students and enhance learning.
- Integrated online and in-person teaching methods, focusing on creating user-friendly educational content.
- Managed curriculum development, business operations, and student progress tracking.

AI TRAINER / MEETELISE AI TECHNOLOGIES

REMOTE 2019-2022

- Conducted QA testing on AI-generated content, improving system accuracy and performance.
- Collaborated with developers to refine system features, ensuring alignment with user expectations and project goals.
- Performed regular QA tests and data tagging in real time to meet deadlines, contributing to the overall project success.

Core Competencies

- Level Design
- Game Art & Visual Design
- Proficiency in Unreal Engine, Maya, & Unity
- QA Testing & Bug Identification
- Collaboration with Development & Art Teams
- Player Engagement & Game Mechanics Design

Additional Skills

- Experience with Unreal Engine and other real-time game engines.
- Strong background in QA testing for both educational and gaming applications.
- Proven ability to create engaging, traversal-based game levels.

  Familiar with online learning and remote work collaboration tools.