Kaylee L. Morales

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EDUCATION

University of Southern California, Los Angeles, Viterbi School of Engineering Los Angeles, CA
Master of Science, Computer Science and Game Design June 2027

University of California, Santa Cruz, Baskin School of Engineering Santa Cruz, CA
Bachelor of Science, Computer Science and Game Design June 2025
Honors: Dean's List GPA: 3.62
Relevant Coursework: Game Production Studio, Creative Coding

EXPERIENCE

UCSC Baskin Engineering Santa Cruz, CA
Group Tutor and Reader March 2025-June 2025
- Facilitated weekly group tutoring sessions for 10–15 students, supporting their understanding of games through critical cultural, historical, and technical lenses.
- Provided individualized guidance on analytical writing and game study concepts, including intersectionality, representation, and player experience.
- Evaluated and graded student assignments with a focus on clarity, critical engagement, and use of course materials.

UCSC Merrill Programs Office Santa Cruz, CA
Programs Assistant September 2024-June 2025
- Designed, coordinated, and executed community-building events focused on student wellness, cultural identity, and engagement (e.g., Fiesta on the Hill, Ghouls Night Out).
- Collaborated with campus departments and student organizations to facilitate inclusive programming aligned with DSAS values of equity, innovation, and student-centered support.
- Collected and analyzed event feedback to improve programming effectiveness and support strategic planning.

UCSC Dining Services Santa Cruz, CA
Barista April 2023-August 2024
- Prepared and served a wide range of coffee and tea beverages efficiently in a high-volume, fast-paced environment.
- Delivered friendly, personalized customer service while managing long lines and rush hours with professionalism.

ACADEMIC PROJECTS

Game Production Studio: Markus's Miasma Santa Cruz, CA
Product Owner January 2025-Present
- Led development of *Markus's Miasma*, a 2D narrative-driven puzzle horror game set in a surreal version of the UCSC campus.
- Managed a team of 8+ designers, programmers, and artists by creating and assigning tasks through agile tools like Taiga, and facilitated sprint planning, progress check-ins, and milestone reviews to ensure on-time delivery of core features.
- Presented game updates and pitch materials to instructors and peers, incorporating feedback to iterate and improve project direction.

Game Production Studio: Red Trees Rail Co. Santa Cruz, CA
2D Artist and Social Media Management January 2024-June 2024
- Created original 2D art assets, including character designs, UI elements, and promotional materials for *Red Trees Rail Co.*
- Developed and executed a social media strategy to build community engagement, grow online presence, and promote development milestones.

LEADERSHIP & INVOLVEMENT

UCSC Merrill Student Government Santa Cruz, CA
Community Service Representative September 2024-Present
- Advocated for equity-focused service opportunities that aligned with Merrill College's values of cultural awareness and global responsibility.
- Contributed to student government meetings, offering input on event planning, budgeting, and outreach strategies to benefit the broader Merrill community.

SKILLS & INTERESTS

Languages: Spanish
Technical Skills: C/C+, Python, Java/Typescript, Godot, Scrum Board, ChatGPT, Canva, Figma, Photoshop
Interests: video games, management, coding, graphic design, student life, tutoring, community volunteering