

Emma Schaale

UI/UX-focused web and game developer, and author of book on game development, interested in building fun and engaging front-end user experiences.



[/squinia](#)



[/emmaschaale](#) [Portfolio](#)

Experience

West Virginia University, Remote — *Front-End Developer*

January 2022 - PRESENT

- Building and developing sites at request of university faculty and staff using proprietary content management system

KoiDev Games, Remote — *Producer, Artist, Writing, Web Developer*

January 2021 - PRESENT

[View Site Here](#)

- Leading weekly discussions on game direction
- Creating marketing and in-game content
- Designing mobile-responsive company website to attract consumers

Author of “How Games Get Made”, Remote — *New Degree Press*

January 2020 - December 2020

[View Book Here](#)

- Interviewed industry leaders and condensed conversations into a cohesive narrative
- Successfully crowdfunded \$5,747 to cover publishing costs

Studio X, Rochester, NY— *Marketing Design Intern*

May 2020 - September 2020

[View Work Here](#)

- Discussed how to market, brand, and communicate Studio X’s VR/XR in education initiative to UR & local community
- Created content for Studio X website, presentations, and flyers

Skills

| | | | | | | | |
|-------------------------|-----------|---------|----------|------------|----------|-------|------------|
| Programming | HTML5 | CSS | SCSS | JavaScript | React.js | Redux | Express.js |
| | Three.js | Node.js | Heroku | Python | Flask | Git | GitHub |
| Art & Design | Photoshop | Figma | Aseprite | | | | |
| Languages | Japanese | Spanish | | | | | |

Contact

eschaale@gmail.com

EST, USA

Education

University of Rochester,
Rochester, NY — *Digital Media Studies, Computer Science minor*

August 2017 - May 2021

- Co-founder and Publicity Manager @ UR Game Dev Club

Accomplishments

Received **RIT MAGIC Community Incubator Funding** in the form of \$7,000 for KoiDev Games, an independent game group.

Tom Hope Scholarship, an award for Rochester-area media students, for work on game “Reminiscence” (2018).

Successfully fundraised \$5,747 to publish “How Games Get Made” by networking with 76 backers.