



Maria Ferreri

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EDUCATION

University of Southern California, School of Cinematic Arts
B.A. in Interactive Entertainment, Minor in Themed Entertainment

Expected Graduation: May 2019

PROJECT EXPERIENCE

Creative Director on *Catastropieces* (~20-person team) January 2017 - May 2018

- Rallied and led a team of students during a semester-long pitching process
- Preserved the vision of a Rube Goldberg-esque puzzle game developed over the course of a year
- Adapted game direction to faculty input, feasibility, and team desire

Lead Writer/Narrative Designer on *Cardamom* (IndieCade Selects 2017) (~15-person team) May 2016 - July 2017

- Produced a full prose script for an interactive musical with the game director's input
- Crafted the experience of the player through the placement of objects and timing of events
- Built a fully playable narrative prototype in the Ren'py visual novel engine

Project Manager, Programmer, Designer on *Timelies* (2-person team) August 2016 - December 2016

- Worked collaboratively to create a small-scale game project with burndown chart and pipeline
- Brang to life the game's experience goal through its mechanics and embedded narrative
- Ran playtest sessions and rapidly iterated gameplay based on feedback

WORK EXPERIENCE

Beaudry Interactive - *Technical Intern* (North Hollywood, CA) May 2018 - Present

- Assists in the brainstorming and development of interactives for current projects
- Conducts research into existing technologies and develops tests and prototypes to assess them
- Builds physical electronic circuits as well as digital code used in the company's final products

The Great Company - *Experience and Interaction Designer* (Los Angeles, CA) December 2017 - May 2018 (On Hold)

- Created a "Museum for Millennials" as a school project, developed it to be commercially viable
- Worked collaboratively with TGC and other students to create a pitch deck, project bible
- Rapidly prototyped "proof-of-concepts" using Unity, Arduino, projection mapping, and more

Genius Inc. - *Contract Writer (Off-Site)* (Tokyo, Japan) October 2017 - March 2018

- Wrote an original, interactive, and immersive romance story app with branching paths
- Worked closely with the VP of the company over the course of the project and was allowed creative control

SKILLS

Advanced

- Unity (C#)
- Avid Media Composer
- C++
- C (Arduino)
- Creative/Technical Writing
- Soldering
- Alternate Reality Game Creation

Intermediate

- Photoshop/Illustrator
- Japanese
- GitHub
- Adobe Premiere Pro

Basic

- Unreal
- Perforce
- Performance Magic

DISTINCTIONS

- USC Trustee (Full-Tuition) Scholarship Holder
- Themed Entertainment Association (TEA) NextGen Member
- Extra Level HAM Radio License Holder