

# Ariel Phillips

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## EDUCATION

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**George Mason University** - *Bachelor of Fine Arts in Computer Game Design*

## SKILLS

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**Technical Skills:** Windows OS, MS Office Suite, Unity, C#, Unreal Engine 4, RPG Maker MV, 3D and 2D Game Design

**Professional Skills:** Team Management, Fantasy Writing, Storytelling, Problem Solving, Education, Narrative Design, Creative Writing

## WORK EXPERIENCE

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**Veho** June 2023 – Present

*Grounds Operations Warehouse Associate*

- Sort packages to their respective routes
- Organize boxes on route carts to optimize space and stability for movement
- Assist fellow workers upon completion of tasks in my work section

**FedEx** Oct 2021 – June 2023

*Package Handler*

- Worked throughout the warehouse
  - o handling small packages
  - o sorting packages to go to their respective trucks or
  - o loading packages directly into trucks.
- Mentored new employees and assisted management in troubleshooting issues.
- Able to quickly scan package labels and get them to the correct location for loading in trucks.

**Mason Game & Technology Academy** Oct 2020 – Dec 2020

*Teaching Assistant (Part-time)*

- Taught Game Design in Unity to middle school-level students.
- Tutored a student outside class time to who was behind due to technical difficulties.

**Mason Game & Technology Academy** July 2020 – Aug 2020

*Teaching Assistant (Internship)*

- Taught “Game Design”, “Game Programming with Unity and C#”, and “Game Design in Unreal” to high school-level students.
- Tutored students outside class time when they struggled with the lessons.

**KH13** April 2016 - June 2020

*χ Team News Reporter*

- Reported news updates for the mobile game Kingdom Hearts Unchained χ/Union Cross on the KH13 forums and the @KH13chi Twitter.
- Co-led a fan meetup hosted by KH13 at the Kingdom Hearts -World Tour- Orchestra in NYC.

## PROJECTS

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**Immortal Souls** Sept 2018 – May 2019

*Project Lead and Narrative Designer*

- Conceived story plot and managed the project alongside the Game Designer to make sure assets were made and the game was completed by required timelines established for my Senior Project/Capstone class.
- Available at: <https://arielphillips.com/immortal-souls/>

**G-MUYO** Jan 2019 – May 2019

*Game Designer and QA Tester*

- Assisted in creating and QA testing the base gameplay idea for the project.
- Devised Sophie’s animations and special ability.
- Wrote an arcade-style story mode for the game that was scrapped due to time constraints. Available to read here: <https://arielphillips.com/g-muyo/>
- Available at: <https://skyboygames.itch.io/g-muyo>

**MEWSA** Sept 2017 – Dec 2017

*Developer*

- Developed demo game in RPG Maker MV.
- Available at: <https://arielphillips.com/mewsas/>