



Claire Yeash

Game Designer
and UX Researcher

Contact

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Colorado Springs, CO

Technical Proficiency

- Microsoft Office
- C# with Unity3D
- Unreal Engine 4
- C++
- Photoshop
- Illustrator
- Jira and Confluence
- Maya
- GLSL and HLSL

Interests

- Playing and watching video games
- Drawing
- Photography
- Hiking
- Architecture
- Street art
- Reading
- Dancing

Projects

Space Cockpit

UX Researcher | Saber Astronautics | August 2020 to Present

- Team Size: 4 to 10
- Space Domain Awareness (SDA) visualization application developed in Unity3D
- An application designed for United States Space Force Guardians to view and analyze their assets in the space environment with a focus on short training time and ease-of-understanding for Guardians with minimal to no aerospace knowledge
- Conducted user research to identify pain points in end users' current workflows and possible improvements, designed new features and improvements, programmed new features, bug and quality assurance testing, reviewed and approved new feature additions and changes to the application design and construction
- Liaised with primary customers and stakeholders to provide updates on the application's progress and future plans, led application demonstrations for higher-up military personnel including several 3-star Air Force and Space Force Generals
- Wrote a proposal influenced by user research that won over \$1 million from the SBIR program
- Deployed and used on multiple secured military networks

Eira: Echoes of Adventure

Level Designer | No Scope Studios | January 2020 to May 2020

- Team Size: 22
- Casual adventure game with spatial puzzles developed in Unity3D
- Play as Eira, a young member of an intergalactic treasure hunting clan, and trace their lost grandfather's footsteps on a journey through an icy world filled with curious alien wildlife, spatial puzzles, and hoards of treasure
- Designed and implemented the tutorial, polished level 1, created the vault
- Released on Steam May 2020

Gaze of the Abyss

Game Designer | Champlain College | February 2019 to May 2019

- Team Size: 10
- Asymmetric cooperative horror puzzle game developed in Unity3D
- Navigate the ruins of a sunken WWI ship as either the drone camera or the diver and uncover a horror greater than war
- Designed the UI and the enemies, created levels 2 and 3, analyzed QA data

Work History

Saber Astronautics, Colorado Springs, CO

User Experience (UX) Researcher, August 2020 to Present

Girls Make Games, Boston, MA

Camp Counselor, July 2019

Educational Background

Champlain College, Burlington, VT

Bachelor of Game Design, Minor in Game Programming

Graduated May 2020

- GPA 3.641, Dean's List Fall 2016, Spring 2017, 2018, 2019, President's List Spring 2020
- Involved in Women's Rugby, Field Hockey Club, Game Studio Leadership Club, and Ski and Ride Club
- Worked as a Student Activity Programmer (August 2016 to May 2020) and a Math Tutor (August 2017 to May 2020)
- Fall 2018 semester in Montreal