



Claire Yeash

Game Producer

Summary

A game producer with experience in design and programming. Claire currently works as a project lead and UX/UI designer on Space Domain Awareness software. Outside of work, she continues pursuing her passion for game development. She analyzes game levels and works on small projects which can be viewed on her [Dev Blog](#).

Contact

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Technical Proficiency

- Jira and Confluence
- Adobe Creative Suite
- Unreal Engine 4 and 5
- C# with Unity3D
- C++

Interests

- Playing and watching video games
- Dancing
- Languages
- Video editing
- Hiking and working out
- Reading

Projects

Space Application Marketplace

Project Lead and Designer | Saber Astronautics | May 2023 to Present

- Team Size: 5
- Project Summary: A marketplace platform available in Space Cockpit to help small businesses deploy innovative Space Domain Awareness (SDA) applications to secure military networks
- Develop project plans and break them into workable tasks, coordinate with developers and subject matter experts to ensure the project stays on track and the team is working towards the same goal
- Design user workflows and interfaces for the application integration into Space Cockpit, program and test new features
- Connect with innovative companies through established customer outreach channels, liaise with primary customers and stakeholders to provide updates on the project's progress and prioritize upcoming features, demo to military customers around the world
- Write progress reports, create and maintain documentation, create marketing materials and training videos

Iron Bank

Senior Scrum Master | Platform One | January 2022 to May 2023

- Team Size: 6 teams of varying sizes (60 people in total)
- Project Summary: Platform One's authorized, hardened, and approved container repository that supports the end-to-end lifecycle needed for modern software development
- Ran meetings and agile ceremonies, provided support and helped remove blockers by finding the right resources and staffing, ensured task boards were organized and reflected the current work in progress, adapted to feedback from the team to ensure the development process worked for them, advocated for the developers
- Thoroughly documented meetings and major decisions, organized internal documentation and maintained consistent and transparent communication with the team
- Developed team health check surveys for the organization, analyzed the results, and developed a plan of action for leadership, upheld Platform One's culture of innovation and collaboration

Space Cockpit

UX Researcher | Saber Astronautics | August 2020 to January 2022

- Team Size: 4 to 10
- Project Summary: SDA visualization application developed in Unity3D designed with a focus on short training time and ease of understanding for users 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, and conducted quality assurance testing
- Liaised with primary customers and stakeholders to provide updates on the application's progress and 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

Eira: Echoes of Adventure

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

- Team Size: 22
- Project Summary: A 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

Educational Background

Champlain College, Burlington, VT | Graduated May 2020
Bachelor of Game Design, Minor in Game Programming