Claire Yeash

Game Designer

Summary

A game designer with experience in leadership and user experience research. Claire currently works in project management and team coordination to deliver hardened containers to the Department of Defense. Outside of work, she continues pursuing her passion for game development. She recently completed a two-week fan-made level for *Ratchet and Clank* which can be viewed on her portfolio.

Contact

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Technical Proficiency

- Unreal Engine 4 and 5
- C# with Unity3D
- C++
- Photoshop
- Illustrator
- Blender

Interests

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

Projects

Iron Bank

Senior Scrum Master | Platform One | January 2022 to Present

- Team Size: 6 teams of varying sizes (60 people in total)
- Platform One's authorized, hardened, and approved container repository that supports the end-to-end lifecycle needed for modern software development
- Run meetings and agile ceremonies, provide support and help remove blockers, ensure the task boards are organized and reflect the current work in progress, adapt to feedback from the team to ensure the development process works for them, advocate for the developers
- Thoroughly document meetings and major decisions, organize internal documentation, and maintain consistent and transparent communication with the team

Space Cockpit

UX Researcher | Saber Astronautics | August 2020 to January 2022

- Team Size: 4 to 10
- Space Domain Awareness (SDA) visualization application developed in Unity3D
- An application designed for United States Air Force Airmen and 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
- 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

Work History

Platform One's Iron Bank, Remote
Senior Scrum Master, August 2022 to Present
Project Manager, April 2022 to August 2022
Scrum Master, January 2022 to August 2022

Saber Astronautics, Colorado Springs, CO
User Experience (UX) Researcher, August 2020 to January 2022

Educational Background

Champlain College, Burlington, VT
Bachelor of Game Design, Minor in Game Programming