

AETHERIA BROIDO

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EDUCATION

University of Southern California, B.A. in Game Design, USC Games (2025)

SKILLS

Figma, Unity, Unreal Engine 5, Google Suite, Adobe Photoshop/Premiere/XD, Autodesk Maya.
Game design, user experience design, level design, combat design, graphic design, PC/Mac development, mobile design, UI design, Java, C#.

EXPERIENCE

Unchained: Tale of Enra (May 2024 - May 2025) - Lead UI/UX Designer

Best Experimental Design Awarded at University of Southern California Games Expo 2025

My university capstone, with over 70 contributing multi-university members. Led a team of 5. Proposed, drafted, and created or delegated UI solutions to achieve design goals, prioritizing UX. Conceived, drafted and directed UI style language. Contributed game design insight. Met twice weekly with director and all team leads ahead of work sessions. Attended biweekly faculty review sessions and met with UI faculty 1-on-1 throughout year.

Game Premise: A tactical rpg for all player levels allowing victory without resorting to violence. Combat, narrative and negotiation are all deeply emphasized on this perilous journey. Bite-sized, polished demo.

Kisimyr House (Spring 2024) - All Design, Level Design, Narrative, etc

Solo final project for level design class. Conceived and prepared design materials (image board, level flow, layout sketches) before creating blockout, blockmesh, and finally final art passes. Playtested weekly with peers.

Developed in 3D in Unreal Engine 5 for PC.

Game Premise: An engaging environment starring an intuitive core path featuring progressive narrative beats. I realized a preexisting personal IP in both setting and narrative.

Modality (Summer 2023, Summer 2024, HAITUS) - All Design, Programming, Art, etc

Conceived, thoroughly designed, drew art explorations for and partially built. A solo endeavor to showcase my combat design, art, UI/UX, level design, coding etc skills. 8 months of design and development in Unity for PC.

Game Premise: A highly replayable singleplayer top-down 2D roguelike centered on combat. The player must frequently refine and remaster their varied and highly customizable arsenal.

Tumbleweed (September - December 2022) - Co-Designed, Level Design, Weapon Design, Visual Design, Trailer

2 partner semester-long project. Prototyped, designed at every level, pre-produced, developed and playtested weekly. Re-evaluated status, priorities, and progress 3 times per week. Also created trailer. Songs were created in partnership with a Berklee School of Music student musician. Developed in Unity for PC and Mac.

Game Premise: A 1-vs-1 local multiplayer first-person shooter, with smooth parkour movement and a rotating gun arsenal instead of reloading. Takes place on a map I designed functionally, thematically and visually as a Wild West town surrounded by traversable forest.

A Thought Went Up (November 2021) - Co-Designed, Co-Narrative

Best Overall Game Awarded at MEGA Newbies and Vets Gam Jam 2021

Designed and created collaboratively by an 8-person team in 48 hours. Collaboratively shaped and designed game and developed narrative details. Game was developed with Unity for PC and Mac.

Game Premise: A 2D top-down narrative game in which the player tries to restore the memory of an elder through an emotional and time-shifting journey.