Samantha Trimboli

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I am a Producer with 2 years of experience coordinating teams and managing timelines through internships and projects. Familiar with Agile and Waterfall, well-organized, and eager to contribute to innovative projects.

SKILLS:

Computer Software: Figma, JavaScript, Python, C, C#, C++, HTML/CSS, Photoshop, Premiere Pro, Unity, Unreal, and Maya

Project Management Skills: JIRA, Trello, Scrum, Agile, Google Applications

EXPERIENCE:

Depository Trust and Clearing Company, IT Intern: *June -August 2023,2024*

- Designed wireframes and mockups for a web application.
- Customized and developed frontend of pre-existing tools to align with brand identity and Web3 Faucet application.
- Researched and tested block explorer auxiliary tools.
- Supported troubleshooting and debugging of backend development infrastructure; documented all implementation changes.
- Wrote and conducted quality assurance testing for an observability dashboard.
- Programmed an escape room game in Angular and volunteered as a Girls Who Code Coach.

PROJECTS:

Producer; *Rhyme Rider*:   *January 2025-Present*

- Managed a cross-functional team of 6 developers to create a PC game leveraging generative AI for rap battles.
- Designed interactive user flows in Figma and contributed to prompt engineering documentation.
- Led daily stand-ups, conducted user testing, and collaborated with subject matter experts.
- Wrote developer announcements, product updates, and knowledge base articles to educate users.

Producer, *Rifts: Shadow's Ascent*:   *August-December 2024*

- Led a team of 7 developers to develop a stealth-level prototype for a video game adaptation of Rifts TRPG.
- Edited game narrative, implemented sound design, and coordinated voiceover outreach.
- Established project metrics, facilitated weekly playtests, and managed stakeholder communication.

Producer for West Liberty University Software Tool, *Puppamatics*:   *January-May 2024*

- Managed a team of 6 developers to design/deliver a web app that helps 5th graders visualize the puppet making process.
- Iterated through 3 prototypes and did UI/UX design for each prototype.
- Organized multiple playtests with the desired audience and varying age groups. Managed logs to track project status.
- Collaborated with a client/stakeholder throughout the design process and coordinated delivery of the product.
- Wrote technical documentation and development updates for stakeholders and team members.

Producer, *Weirdows '98*:   *November 2024*

- Managed a team of 5 developers to make a location based alternative controller game that was an Alt.Ctrl finalist at GDC '24.
- Designed all the puzzles and donated the game to the Cleveland Public Library.

EDUCATION:

Carnegie Mellon University, Pittsburgh, PA   *May 2025*

- Masters in Entertainment Technology; emphasis is production, leadership, and building virtual worlds in AR, VR, and on PC.

Yale University, New Haven, CT   *May 2023*

- Bachelor of Arts in Computing and the Arts: emphasis in traditional and digital animation, 3D modeling, game design/ development, programming techniques, human computer interaction and computer graphics.

Sogang University Korean Immersive Summer Program, Seoul, South Korea   *May-August 2021*

- Studied abroad in Seoul, South Korea and took an intensive Korean language learning program.

AWARDS AND RECONGNITION:

Recipient of CYSTEM Scholarship 2024, Game Developers Conference Alt.Ctrl Finalist 2024, ETC Fellowship 2023, GEM Fellowship 2023, Grace Hopper Student Scholarship 2020, and Richard U. Light Fellowship.