Lily Kay Peairs

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💼 Professional Experience

Amazon Game Studios, *Game Designer 1*

July 2022 – September 2024

Worked as a Systems and Technical Designer on the Progression and Seasons teams for New World. Created and balanced 'Season Journey' challenges for New World Seasons. Created and balanced rewards items for Holiday Events, Seasonal Trials, and other post-launch content. Contributed to in-house data validation tools for Seasonal content. Additionally contributed to bug fixing and other minor design work.

Amazon Game Studios, *Game Design Intern*

June 2021 – August 2021

Worked as a Game Design intern on the Progression team for New World. Created and balanced items for a post-launch weapon, created a design document for a potential post launch feature, and assisted with bug fixing and other minor design work.

🎓 Education

University of Texas at Dallas,

Arts, Technology, and Emerging Communications: Games Pathway

2018 – 2022 | Richardson, TX

GPA 3.649

📁 Other Experience

Galaxy Busters Elite, *Design Team Lead* ⧉

January 2021 – May 2021

Student game developed over a semester by the 38 person UTD ATEC Spring '21 Game Lab Team. I was the lead of the 8 person Design Team. I designed the core movement and aiming mechanics, assisted other designers on my team, programmed parts of the game HUD and programmed in-engine tools for the level designers.

Personal Website, *Developer* ⧉

October 2020, March 2024

Personal portfolio website created solo. I used Jekyll to generate the website, Tailwind to style it, and Github pages to host. I also created a bash script to quickly build and publish the site when updated.

🔧 Skills

Game Design

System Design and Balancing, Gameplay Design, Communicating and Documenting Designs

Programming

Utilized Python for an in-house Data Validation tool at AGS. Significant experience with C# in personal projects. Additional experience with C, C++, and JavaScript in personal projects. Experience utilizing a variety of programming patterns to structure code to be easy to add to and create content with, such as Composition, Observers, and State Machines.

Engines

Worked with the Amazon Azoth Engine at AGS, and with Godot and Unity on personal projects.

Other

Experience with development tools such as Perforce, Git, Jira, and Confluence. Experience using Excel to edit, analyze, and visualize game data. Experience working on both small and large teams.

🏅 Academic Accomplishments

Admitted into Game Design Pathway,

University of Texas at Dallas School of Arts, Technology, and Emerging Communications
10% acceptance rate

Academic Excellence Scholarship,

University of Texas at Dallas