

Morgan Creek

Digital Media Designer

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Experience

Game Design Intern // Seker Research Group

SEPTEMBER 2020 - PRESENT, DAVIS

Lead all in-game user interface interactions for an educational micromanufacturing game. Create and implement the in-game buttons and responsive overlay system that allow players to easily toggle between different production tools. Assist with the tutorial and subsequent level designs.

President // Game Development & Arts Club

JUNE 2022 - PRESENT, DAVIS

Lead weekly interactive meetings studying game design elements and development tactics, including intro to Unity and level design workshops. Developed new programs including mentor-mentee pairings during club game jams.

Area Service Desk Supervisor // UC Davis

AUGUST 2020 - PRESENT, DAVIS

Supervise a team of twenty students that assists UC Davis residents with dorm-related issues. Lead engaging quarterly meetings, swiftly manage customer complaints, and direct an intensive two-week training program for new hires with an emphasis on excellent customer service.

Product Designer // Design Interactive

SEPTEMBER 2020 - JUNE 2021, DAVIS

Collaborated with a team of three other UI/UX designers to propose a solution to unhelpful online design critiques. Led the ideation sprint and translated our user research into solution-oriented affinity maps, sketches, user flows, and wireframes. Redesigned and prototyped the product's emoticons after conducting several rounds of user testing.

Design Director // Mental Health Initiative

SEPTEMBER 2019 - JUNE 2020, DAVIS

Led the design vision for MHI's largest annual event, the Mental Health Conference. Designed the virtual banner and program, which reached over 3,000 registrants internationally. Worked collaboratively with another designer to create the graphic ads for varying social media platforms.

Education

B.A. // Digital Media

SEPT 2021 - PRESENT, UC DAVIS

Coursework: Video Game Rhetoric, Intro to Games, Game Theory, Video Games & Culture, Game Platforms, 3-D Design, Character Animation, Game Development in Unity, VR

B.A. // Design

SEPT 2018 - PRESENT, UC DAVIS

Coursework: UI/UX Design, Interactive Media, Graphic Design, Type in Motion, Letterforms & Type, Form & Color, Interactive Objects, Writing in the Arts

Minor // Computer Science

SEPT 2020 - PRESENT, UC DAVIS

Coursework: Intro to Data Structures, Object-Oriented Programming, Website Programming, Coding for Designers, Gameplay Programming

Skills

Design

Prototyping, wireframing, user flows, usability testing, user interviews, interfaces, level design, mechanic design, narrative environments

Toolkit

Adobe Suite, Figma, Unity, Maya, Rhino, Procreate, Google Suite, HTML/CSS, Javascript, Python, Processing, C#

Soft Skills

Communication, creativity, growth-mindset, adaptability, leadership, enthusiasm, empathy