

Julia Kudler

juliakudler@gmail.com | [LinkedIn](#)

5219 22nd Ave NE, Seattle, WA 98105 | 415 259 9465

EMPLOYMENT EXPERIENCE

Smart Technologies

Seattle, WA

Game Design/UX Intern

Winter 2021 – Present

- Working on the development of *Monsters vs Fractions*, a puzzle game that teaches math concepts
- Creating and maintaining design documents, facilitating effective communication and efficient collaboration between multilingual teams in North America and Asia
- Helping to create extrinsic reward mechanics in order to keep players engaged
- Running quality assurance tests to ensure a polished final product

University of Washington

Seattle, WA

Writing Tutor

Fall 2020 – Present

- Working with over 200 graduate and undergraduate students from a wide array of disciplines
- Guiding students in planning, writing, and revising a plethora of different pieces of written work – including essays, job applications, short stories, lab reports, and research reports
- Collaborating with other tutors in weekly meetings to refine pedagogy and increase accessibility and inclusion

iD Tech

Campbell, CA

Lead Instructor

Summer, 2018, 2019

- Taught week-long classes to groups of 8–10 students in Python, Java, JavaScript, Lua, and game design
- Instructed students in basic coding, debugging, and game design concepts and techniques
- Worked directly with camp directors at 6 different locations to coordinate week-long programming and game development camps for children ages 8–18
- Organized and prepared facilities and assisted in organizing load-out
- Adapted curriculum for case-specific implementation
- Maintained and repaired Linux laptops

Stillpoint Digital Press

Mill Valley, CA

Game Designer

May 2018 – present

- Currently creating *Shadow of the Full Moon*, a text- and choice-based computer game based on a series of historical novels
- Programming game in ChoiceScript/HTML
- Working with author to develop storyline and characters, as well as translating his existing setting into an interactive format

Muhlenberg College

Allentown PA

Writing Tutor/Teacher's Assistant

January, 2018 – December, 2018

- Worked with over 60 students per semester, guiding them in planning, writing, and rewriting academic papers in over 20 disciplines from the humanities and arts to the social and physical sciences
- Wrote up tutoring sessions for research and training purposes
- Served as an in-class teacher's assistant and writing coach for a freshman year seminar ("Do Robots Dream?"), serving as the primary writing instructor to 15 first-year students

EDUCATION

University of Washington - Seattle

Seattle, WA

Major: English, Creative Writing Concentration

Expected Graduation March 2022

GPA: 3.96 (Dean's List designation)

Relevant Coursework: Intermediate Programming Concepts and Tools (focused on systems programming and low level languages), Data Structures and Algorithms, Intermediate Data Programming, Intro Java Programming, Intermediate Java Programming

ADDITIONAL

Extracurricular Experiences: UW Game Dev Club, Game Master for the UW Pen and Paper Gaming Association, Member of the 2021 Husky Leadership Cohort

Technical: Java, Python, C, C++, Bash, JavaScript, HTML, Unity, Microsoft Office, G Suite, Slack, Pandas, Altair

Skills: Exceptional writer and editor, excellent communicator with strong presentation skills, written and conversational Spanish language, sterling collaborator, inveterate story addict with experience conceiving of and running nine separate multi-session *Dungeons and Dragons* campaigns and a plethora of one-shots as a Dungeon Master.