

Valentina Hills

Game Designer | Producer | QA Tester

Email: valentinaofthehills@gmail.com | **Phone:** (404) 931-5820
LinkedIn: linkedin.com/in/valentinahills | **Portfolio:** valentinahills.com

Professional Summary

Game designer, producer, and QA specialist with hands-on experience leading cross-disciplinary digital and analog teams in Unity and Unreal. Skilled in **production pipelines, QA testing, and game design**, with a proven ability to coordinate teams, deliver polished prototypes and meet tight deadlines. Passionate about creating engaging, player-focused experiences and thriving in collaborative studio environments.

Core Skills

Production & QA: Agile/SCRUM, JIRA, Pipeline Management, Playtesting, QA Documentation

Design & Development: Unity, Unreal Engine, Blender, Maya, Level Design, Systems Design, Game Balancing

Creative & Technical: Adobe Suite, Substance, Digital Art, Pitch Development, Public Speaking

Soft Skills: Team Coordination, Constructive Feedback, Cross-Disciplinary Communication

Education

Savannah College of Art and Design (SCAD) — *BFA, Interactive Design and Game Development*

September 2019 – June 2023 | Atlanta, GA

Professional Experience

BADFRIEND GAMES — *Founder, Creative Director & Lead Designer*
Nov 2020 – Present

- Engaged **1,000+ players** through hundreds of digital and physical playtests, social media, and crowdfunding sign-ups.
- Presented the game at **12+ conventions and summits**, earning **500+ playtester sign-ups** and generating **\$9,000+** in grants, awards, and merchandise sales.
- Managed a **12+ member cross-disciplinary team**, ensuring projects were delivered on time and at high quality.

- Earned **6+ awards** over a one-year convention run, including recognition for Design, Production, IP, and overall quality.

EPOCHRYPHA (Capstone Project) — Project Lead

Sept 2023 – Mar 2024

- Directed a **24-person development team** to create a vertical slice of a digital game in Unreal Engine.
- Implemented **QA workflows** to track and resolve bugs, improving iteration speed and build stability.
- Facilitated collaboration across design, art, and programming teams to meet milestone deadlines.
- Produced the game trailer and managed Steam publication, driving high engagement at SCAD showcases.

DRAKNEK LIMITED — Production Intern

Sept 2020 – Oct 2020

- Created the investor pitch deck for **Bonfire Peaks**, securing funding for an Apple Arcade exclusive expansion.
- Assisted production and documentation processes for **Kine**, **A Monster's Expedition**, and **Bonfire Peaks**, ensuring smooth communication and pipeline management.
- Supported marketing and outreach efforts to strengthen collaborations with influencers and external partners.

Projects & Achievements

- **Global Game Jam 2023 – SCAD Winner:** Led design and coordination for an award-winning jam entry.
- **Founder - MEGA Esports & Game Development Club (Wheeler Highschool):** Founded and managed 50+ student club focused on game development and esports. Hosting several successful LAN-events, competitive tournaments, and Game Jams, awarding scholarships and cash prizes to award winning students.

Interests

Tabletop RPGs (Pathfinder, D&D, Mörk Borg) | Trading Card Games (Magic: The Gathering, Yugioh, Bakugan) | Tabletop Strategy Games (WH40K, Age of Sigmar, Malifeux)