

MARIA SHURUPOVA

Portfolio: toaddoesnot.com | Open to Relocation within the USA

My passion lies in creating immersive **systems** and engaging **experiences** infused with empathy for the players. I believe in the power of games to bring positive change.

EXPERIENCE

Graduate Assistant – UCONN. Game Design Department (*Aug 2021 - May 2024*)

- Operated MoCap Studio, VR Lab, and Gaming Room providing training;
- Instructed undergraduate design-related classes with 23-30 students in each.

Systems Design Intern – UCONN. VR game “Multicultural Aleppo” (*June 2023 - Aug 2023*)

- Unity C#: Designed a Quest System that delegates events, stores multiple objectives, and connects to subtitles.
- Developed a 3D UI Journal with collectibles, quest tracking, and a dialogue log.
- Scripted Interactable Objects System with 3 different functionalities.
- Created and supported methodologies document, art direction framework, and task management via SharePoint, ensuring the demo completion over the summer.
- Worked collaboratively with a team to produce an immersive gaming experience.

Game Design Intern – UCONN. Mobile application “Zuri” (*June 2022 - Aug 2022*)

- Made three educational mini-games with the core gameplay of solving puzzles and making interactive choices in Unity C#.
- Made prototypes on Android for focus groups, led the development based on the understanding of user motivations and behaviors.
- Created 2D assets and trailers in Adobe Photoshop, Illustrator, and Premiere Pro.
- Assisted with quality assurance and playtesting, identifying potential areas for improvement and keeping a detailed log.
- Communicated efficiently with a diverse team of 14 professionals including medical professionals, designers, and investors.

ACHIEVEMENTS

- Solo-developer of *Doppel Diner*: a retrofuturistic cooking simulator for Bipolar Disorder awareness. Awards: GGJ x Endless Microgrant for Educational & Learning games (2022) Showcases: BostonFig (2022-23), Made In MA at PAX East (2023), RPI GameFest (2023)
- Grantee in Virtual Exchange Program, International Scholars by IGDA Foundation (2023)
- Mentee in Q4 Women in Games International Mentorship Program (2022)

EDUCATION

- **MFA in Digital Media and Design** (*Graduating May 2024*) University of Connecticut
- **BA in Game Design and VR** (2021) Higher School of Economics Art and Design School