

Liza “Zai” Litten

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EDUCATION

Rochester Institute of Technology
Master of Science in Game Design and Development

Rochester, NY
August 2025 - May 2027

West Virginia University
Bachelor of Arts in Interactive Design for Media

Morgantown, WV
Jan 2021 - Dec 2023

WVU Potomac State College
Associate of Arts in General Studies

Keyser, WV
Aug 2020 - May 2022

EXPERIENCE

AbleGames Charity

Researcher Summer 2024

- Conducted comprehensive data analysis and research to support strategic decision-making for, utilizing spreadsheets and data visualization tools to present findings.
- Leveraged data insights to enhance APX training materials, optimizing educational content for professionals on accessibility initiatives in game development.

MonRiverGames

Team Lead & Producer Morgantown, WV
Aug 2023 - Dec 2023

- Oversaw project management activities, including sprint scheduling, task delegation, and resource allocation, ensuring projects were delivered on time.
- Managed a team of 7 across various teams of designers, developers, artists, and musicians to deliver projects on time and within scope while meeting milestones according to production schedules.
- Balanced creative vision with technical constraints by working closely with teams to address challenges while pivoting strategies when necessary to maintain project momentum.

Lead Designer Aug 2023 - May 2024

- Managed design processes and workflows, ensuring efficient integration of design elements and alignment with project objectives.

Artist Jan 2023 - Dec 2023

- Supervised the creation and implementation of 2D illustrations and animations, ensuring visual assets met project standards and deadlines.

West Virginia University

Teaching Assistant Morgantown, WV
Aug 2023 - Dec 2023

- Developed and implemented lesson plans and instructional materials for game design and level design courses contributing to the effective delivery of educational content.
- Managed classroom activities including student assessments and feedback ensuring a high-quality learning experience.

CERTIFICATIONS

Professional Scrum Master I

Scrum.org
Oct 2025

Certified Accessible Player Experience Practitioner

AbleGamers
May 2024

ADDITIONAL

Skills: Project Coordination, Team Communication, Creative Problem Solving, Timeline Management, Unity, Unreal Engine