

Abigail Ko

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Education:

Northeastern University | Boston, MA

May 2022

Candidate for Bachelor of Arts in Game Design, Minors in Computer Science & Animation

Activities: Cosplay Club (secretary), Animation Club, Game Development Club

Projects:

Tastes Like Home | Casual Fantasy Game

Jan. 2019

Writer, Game Designer, & Asset Artist

- Alchemize tea in a magic tea shop to bring happiness to your colorful cast of customers
- Wrote descriptors, tutorials/information, and all flavor text
- Designed gameplay and layouts and assisted in asset creation

Luminate | An RPG Platformer

Oct. 2018

Creative Director

- A prototype for class that evolved into a passion project on track for full development
- It was built in GameMaker 2 and the visuals were created with Photoshop and After Effects
- Narrative heavy, but with unconventional resource management (your health bar doubles as your ammo/mana)

Lingo | Connecting with Live Translators

Oct. 2018

UX/UI & Project Management

- A website designed to connect users with translators in real time, either via message or phone call
- Designed the entire front end and managed project flow

Bobatopia | Original Card Game

June 2018

Visual Artist & Game Designer

- A card game inspired by the popular Asian drink bubble tea (or "boba")
- Core elements of this game involve blind hands and unique character concepts

Treasure Haunt | Original Board Game

Oct. 2017

Visual Artist, Game Designer, & Playtester

- A board game built with the concept of hidden objectives and a reconfigurable board
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Skills:

- Adobe Creative Suite
 - Autodesk Maya
 - Processing
 - DrRacket
 - Microsoft Office
 - Gamemaker
 - Autodesk Fusion
 - Java
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Experience:

Bonobos

Nov. 2018 - Current

Guideshop Assistant

- Found customers the right size, fit, and style of clothing tailored to their needs

Northeastern Media Lab

May 2018 - June 2018

Media Lab Proctor

- Oversaw the security of e media lab
- Handled rental and care of equipment

Paidia Studios - "Who Is R. Mutt?"

Sep. 2017 - Feb. 2018

Game Designer

- Designed puzzles and game mechanics for an alternate reality game inspired by art history
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Interests:

Cosplay/Sewing, Voiceover, Gaming, Music Performance, Creative Writing, Photography