LEXIE DEJILAMU

lexie401djlm@gmail.com • [Portfolio](#) • Salt Lake City, UT

EXPERIENCE

Playtester, Volunteer - NetEase   Jan 2024 - May 2024
- Participated in structured playtest sessions for Alpha Test and Closed Test for *Marvel Rivals.*
- Delivered structured written feedback on gameplay feel, clarity, pacing, and UX issues, and reported key findings to the QA lead.

Graphic Designer - Freelance   Mar 2020 - May 2023
- Created visual content for K-pop artist promotion events, including posters, banners, and digital campaign graphics.
- Designed fan-made merchandise and visuals used in fan-organized advertising and support projects.

PROJECTS

House of Vampires - Producer, Environment & Material Artist   Oct. 14 - Nov. 20, 2025
- Established a Miro board to manage art-side task assignments, track progress, and consolidate visual moodboards.
- Led regular standup meetings and post-mortem, adjusting team tasks and workflows based on discussed action items.
- Worked closely with the design team to build the level environment and lighting based on the provided layout.
- Authored materials and textured the majority of assets, performing iterative passes to maintain a cohesive visual style.
- Collaborated with fellow producers to plan and conduct playtests, turning feedback into actionable iteration tasks.

Tanaka's Day - Producer, Environment & Material Artist   Sept. 9 - Oct. 2, 2025
- Led early ideation, scope definition, sprint/milestone planning, and task distribution during the pre-production phase.
- Created props and procedural materials, and participated in the environment art building and lighting setup.
- Held regular standups and adjusted tasks and workflows based on production progress and meeting outcomes.
- Delivered the final pitch and produced all promotional materials required for the project submission.

Lingua Franca - Producer, UI Designer   Sept 2024 - Apr 2025
- Facilitated communication and meetings within a team of 27, coordinating tasks across design, art, and engineering.
- Maintained asset organization and supported the team in establishing clear engine-side pipeline conventions.
- Designed and implemented UI screens and menus, contributing to late-stage iterations and polish passes.
- Produced all graphical assets for the Steam store page and edited the official gameplay trailer.
- Assisted with the final build preparation and final submission materials for the Steam store release.

EDUCATION

University of Utah - Game Design, Bachelor of Science   Aug 2021 - May 2025
- Featured Coursework - Essential Skills for Game Development Teams, Asset Pipeline for Unreal Engine, Procedural Art for Games, Real-Time VFX, Virtual Production in UE5, 3D Texturing Fundamentals, Level Design.

University of Utah - Games, Master of Entertainment & Engineering   Aug 2025 - May 2027
- Featured Coursework - Rapid Prototyping, Game Production I, Game Design.

SKILLS

- Team Management, Agile / Scrum Workflows, Sprint & Milestone Planning.
- Cross-discipline Communication, Risk Management & Conflict Resolution.
- UE5 environments & lighting, Material/Shader Setup, Procedural Materials, Texturing, In-engine Optimization.

SOFTWARE

- Unreal Engine, Substance Designer, Substance Painter, Autodesk Maya, Marmoset Toolbag
- Adobe Creative Suite - Photoshop, Illustrator, Premiere Pro, After Effects
- Jira, Trello, Miro, Perforce