

CELINE R. LAFOSSE

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Game producer and designer with multiple years of studio experience, known for managing scope, optimizing pipelines, and fostering clear, effective team communication.

EDUCATION

Master of Science in Computational Media (Expected June 2026)

University of California - Santa Cruz, Santa Cruz, CA

Bachelor of Arts, Art & Design: Games + Playable Media (2024)

University of California - Santa Cruz, Santa Cruz, CA

4.0 GPA, Summa Cum Laude graduate

WORK HISTORY

Silent Numbers (2025 - 2026)

- Founded and led the indie game studio “Studio T12” in the production of the debut title “Silent Numbers”.
- Managed the production schedule alongside narrative design, 2D assets, and sound design.
- Participated in Steam Nextfest 2026 and NarraScope 2026.

Academical 3.0 (2025 - 2026)

- Lead Writer and Producer in the Expressive Intelligence Studio for “Academical 3.0”
- Utilized a choice-based interactive story game for RCR education, with a focus on social simulation.

Malisense (2023 - 2024)

- A multi-month-long project created in the Game Design and Art Collaboration (GDA) studio.
- Continued managerial position in GDA’s writing department during the development of the game.
- Coproduced with a team of 70+ students.

Taco Cat (2022 - 2023)

- A multi-month-long project created in GDA’s studio.
- Managerial position in GDA’s writing department during the development of the game.
- Coproduced with a team of 60+ students.

SKILLS

Adobe Products

- After Effects
- Photoshop
- Animate
- Premier Pro

Other Software

- Unity
- Godot
- Blender
- Autodesk Maya

Additional Skills

- Proficiency in Miro
- Familiarity with the iteration process for games
- Production organization
- Team leadership