

HAILEY HICKERSON

Junior Game Designer

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SKILLS

PROGRAMMING LANGUAGES: C#, Python, Blueprints Visual Scripting, JS, Swift, GDScript, CSS, HTML

TOOLS: Unity, Unreal Engine 5, Maya, Substance Painter, Canva, Photoshop, Procreate, Godot, Xcode, Blender, Premiere Pro

EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN, Austin, TX

August 2022 - May 2026

Bachelor of Science in Arts & Entertainment Technologies

Certificate in Programming & Computation (18 credit hours)

Overall GPA: 3.92

Concentration in Game Development

RELEVANT COURSEWORK: Technical Art, Video Game Scripting, 3D Modeling & Texturing, Materials & Lighting, Level Design

WORK EXPERIENCE

TEXAS ADVANCED COMPUTING CENTER, Austin, TX

January 2025 – Present

Research Assistant

- Designing and developing an interactive AR scavenger hunt application, using spatial design and real-time rendering techniques to create an immersive, game-like experience for the TACC visitor center
- Refining AR interaction mechanics and visual design based on playtesting feedback, weighing usability against immersion for a public installation expected to draw hundreds of visitors
- Delivering presentations and guided tours of the Visualization Lab's technology to K-12 groups, breaking down advanced concepts into easier-to-understand terms for younger audiences

PARRY'S PIZZERIA & TAPHOUSE, San Antonio, TX

May – August 2024

Server

- Managed multiple tables simultaneously during high-volume shifts, prioritizing responsibilities on the fly to maintain high-quality service
- Trained new team members on restaurant operations, using communication and mentorship skills to guide them through their first shifts

CAMP BOW WOW, San Antonio, TX

May – August 2023

Kennel Attendant

- Monitored and cared for dozens of animals at a time, watching closely for behavioral or health changes throughout each shift
- Documented daily animal care activities and observations to maintain accurate, detailed records for other staff members as well as clients

PROJECTS

FORBIDDEN SIGHT (Team) - Technical & UI Artist

January 2026 - Present

Forbidden Sight is an FPS puzzle-horror game created in Unreal Engine 5 where players must infiltrate the Human Archive Museum (H.A.M.) and steal historical artifacts. Armed with stolen light weapons and navigating using electromagnetic waves, they must survive long enough to escape the museum's unconventional security system: an army of wax figures determined to hunt down anyone who disturbs their home.

- Modeled and designed 3D MetaHuman characters for "wax figure" enemies and "thief" player characters, optimizing assets for real-time rendering performance in Unreal Engine 5
- Contributed to narrative design and environmental storytelling, collaborating with teammates on set dressing and asset placement to reinforce the game's puzzle-horror atmosphere
- Developed in-game UI/UX systems, including menus, buttons, and interactive elements, using Unreal Engine's Blueprint scripting to create visually appealing and intuitive player controls

REGAL RECIPES! (Team) - Lead Designer, Scripter, & Artist

August - December 2024

[Regal Recipes!](#) is a 2D cooking simulator game created in Godot. As a royal chef-in-training, players must work through mini-game-style cooking challenges to craft delicious dishes and win the favor of the fickle Figglebottom family!

- Led the game design process from beginning to end, defining core gameplay loops, narrative structure, and mini-game mechanics to create an entertaining player experience
- Scripted UI menus, cutscenes, and level logic in GDScript, implementing the systems that drove player progression throughout each level
- Produced character and environment art using a combination of AI-assisted image generation and digital art techniques, giving the game a consistent and appealing visual style

ACTIVITIES & LEADERSHIP

UNIVERSITY OF TEXAS LONGHORN BAND, Austin, TX

May 2025 – June 2026

Drum Major (sole conductor and student leader of the Longhorn Band)

- Directed a 425-member ensemble through football games, rehearsals, and university events, leading the fastest pre-show learning turnaround in program history and delivering 5 full shows in one semester
- Served as primary point of contact between band staff and the Athletics and Spirit teams, coordinating logistics for game-day and event operations, and represented the band publicly through speaking engagements and media interviews with outlets such as KVUE and KSAT
- Balanced 350+ hours of leadership and rehearsal commitments in the fall semester alone (27 hrs/week) while maintaining a 3.92 GPA
- Independently organized and led summer marching clinics across Texas, dedicating 80+ hours to train hundreds of prospective members on marching fundamentals and technique

UNIVERSITY OF TEXAS LONGHORN & SYMPHONY BANDS, Austin, TX

January 2023 – April 2026

Piccolo Section Leader (2024-2025) & Soloist (2023-2026)

- Instructed and mentored 40+ musicians through rehearsals and performances, providing individual and section-wide feedback to improve overall technique and execution
- Coordinated rehearsal and event logistics with directors and 50+ student leaders, contributing to a well-organized leadership structure
- Performed concert solos on flute and piccolo with the UT Symphony Band, showcasing advanced musical proficiency and stage presence

HONORS AND AWARDS

ESPN & ESPN WOMEN'S MEDIA FEATURE

January 2026

- Nationally featured for custom, handmade nail designs worn as Drum Major for the Longhorn Band (170K+ likes; 32M+ followers)

COLLEGE OF FINE ARTS HONORS SCHOLAR

August 2024 - May 2025

- Recognized as an Honors Scholar in the College of Fine Arts for placing in the top 20% of students by GPA

EXTENDED REALITY SHOWCASE - FEATURED PRESENTER

March 2025

- Chosen as 1 of 3 student presenters to showcase my original game, "Gaia's Clime," in a campus-wide Extended Reality exhibition

OUTSTANDING MUSICIAN OF THE LONGHORN BAND

May 2024

- Distinguished as the "Outstanding Musician" of the 2023-2024 Longhorn Band

TEXAS STATE VASE (VISUAL ARTS SCHOLASTIC EVENT) - GOLD SEAL RECIPIENT

Spring 2022

- Advanced to the final level of Texas VASE, a statewide visual arts competition, earning the highest possible rating of a 4