

OLIVIA MONTTOYA

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RELEVANT SKILLS

Programming

- Experience programming Discord and Twitch bots, Android applications, and web applications
- JavaScript, Python, C++, C#, C, HTML, CSS, Java
- Node.js, SQLite, Sequelize
- GitHub (@Metaparadox11), Google Firebase and Heroku
- Xcode, Android Studio, Unity and Godot
- Command line
- OpenGL rendering

Game & Narrative Design

- Intermediate experience creating indie video games with linear and branching narratives, including designing and implementing their UIs
- Intermediate experience designing and writing tabletop roleplaying games and live action roleplaying games

Content Creation and Publishing

- Adobe suite of products, including InDesign, Photoshop, and Illustrator
- Extensive experience following style guides, laying out newspaper and zine pages, and designing advertisements
- Extensive experience creating and maintaining personal websites, blogs, and social media presence

Platforms

- Fluent with Windows, Mac OS X, and Linux operating systems
- Proficiency with word processing, spreadsheet, and digital slideshow software, and Adobe Acrobat

Interpersonal

- Strong organizational, writing, and pattern recognition skills
- Strong public speaking and networking skills

EXPERIENCE

Present Organizer at LARP Community Organizers Retreat

- **August 2020** Worked with a team to plan an online retreat and "fireside chats" for LARP community organizers, including moderating online events, advertising events, and maintaining a website and social media presence.

Present Head Organizer at Make a Scene! Online Day of Play 2021

- **June 2021** Worked with a team to plan an online version of an in-person LARP festival, including building the website, reaching out to game runners, advertising the event, and creating online game and social spaces.

January 2021 LARP Area Head at Online Arisia 2021

- **October 2020** Successfully applied my knowledge of the online LARP scene to recruit game runners, schedule games, maintain communication with game runners, attendees and other organizers, and compile safety documentation for a large science fiction convention when it pivoted to online.

March 2021 Kickstarter Manager at Make a Scene! Scenario Festival

- **August 2020** Successfully planned and ran a Kickstarter project for two anthologies of live action roleplaying games as a part of a team, which raised 231% of its goal.

Present Graphic Designer at The Lakeville Journal Company

- **May 2018** Designed advertisements using Adobe InDesign, Adobe Photoshop, and Adobe Illustrator to client and company specifications.
- Laid out newspaper pages in Adobe InDesign according to company style guide.

RELATED PROJECTS

• LARP Bot (2020-2021) - [Link](#)

LARP Bot is a Discord bot written in JavaScript with Discord.js that facilitates complex online live-action roleplaying games. It features over 60 commands that users can utilize to build and interact with game structures using a SQLite database hosted on a virtual private server. The bot has been playtested with multi-hour games on multiple occasions with a high degree of success.

• LARP Town Web App (2020-2021) - [Link](#)

LARP Town is a web app written in JavaScript with Node.js, using Google Firebase for its back end, that implements an inventory system for online live-action roleplaying games played on proximity video chat platforms such as Gather.town. Users will be able to build game structures in their accounts on the web app and embed web pages with queries in the URLs into the video chat platform allowing signed in players to interact with in-game objects. This project is still in process.

• The Quiet Year Tool Web App (2020) - [Link](#)

The Quiet Year Tool is a multi-player web app written in JavaScript with Node.js that makes it possible for players of the indie roleplaying game The Quiet Year to join rooms with a shared deck of cards, drawing canvas, and tokens necessary to play the game.

• Let's Trade Zines Android App (2017) - [Link](#)

Let's Trade Zines was a social network Android app written in Java using Google Firebase for its back end. The aim was to create a social network for the indie self-publishing community to connect and trade self-published booklets. For this prototype, I successfully implemented account creation, listing booklets, private messaging, profile search and the ability to set up and rate trades.

• In Our Own Wor(l)ds TTRPG Zine (2020-2021) - [Link](#)

In Our Own Wor(l)ds was a tabletop/live action roleplaying game hybrid in zine (booklet) form that I successfully wrote, Kickstarted and fulfilled. The game focuses on worldbuilding and character development through writing "autobiographical" zines and trading them through the mail with a partner.

EDUCATION

Stanford University, Stanford, CA

Dec. 2016

- Worked towards a BS in Computer Science with Graphics specialization. Completed 156 credit hours, no degree attained.

Sept. 2011

Housatonic Valley Regional High School, Falls Village, CT

June 2011

- GPA 4.25/4.0

Sept. 2007

- Graduated as valedictorian of the Class of 2011