

# Laurie A. Mazza

[mazzalauriea@gmail.com](mailto:mazzalauriea@gmail.com)

(401) 585-6218

[www.laurieamazza.com](http://www.laurieamazza.com)

## Education

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**M.F.A. in Interactive Media & Game Design**, May 2023

Worcester Polytechnic Institute (WPI), Worcester, MA

Capstone title: “Bilateral Mind: An Exploration of the Worlds Inside My Head”

Committee: Farley Chery (Chair), Charles Roberts, Joshua Rosenstock

**M.S. in Computer Science**, May 2022

Worcester Polytechnic Institute (WPI), Worcester, MA

**B.A. in Interactive Media & Game Development with Technical Art**, May 2018

Worcester Polytechnic Institute (WPI), Worcester, MA

**B.S. in Computer Science**, May 2018

Worcester Polytechnic Institute (WPI), Worcester, MA

Major Qualifying Project title: “Konbini Konnection: A Competitive Location-Based Game”

Advisors: Jennifer DeWinter, Clifford Lindsey

Interactive Qualifying Project title: “Reducing Dwell Time: London Underground Central Line”

Advisors: Jianyu Liang, V.J. Manzo

## Research Interests

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Exploration of AR, VR, and other immersive technology to open doors to new worlds and the improvement of the development pipeline.

## Research Experience

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WPI Civil & Environmental Engineering Department, Worcester, MA

### Research Assistant

September 2020 – August 2021, Part-Time

Developed VR applications for architecture visualization using Unreal Engine for the experimentation of different light and color values on human behavior measured through EEG analysis. Worked with 8 undergraduate students to bring their designs into VR and run experiments. Implemented dynamic lighting controls, sustained attention tasks, and data collection for cross-analysis with EEG data.

WPI Chemical Engineering Department, Worcester, MA

### Student Researcher

June 2020 – August 2020, Full-Time

Worked on an interdisciplinary team to develop an Augmented Reality application to assist in the education of Flow Chemistry protocols. Created and implemented 3D assets into Unity to demonstrate the assembly of the various systems. Kept track of asset and feature implementation of all 7 team members to give weekly progress reports to stakeholders.

## Teaching and Mentoring Experience

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Lesley University, Cambridge, MA

### **Adjunct Faculty**

January 2024 – Present, Part-Time

Teaching Visual Programming 1 and Intermediate Game Design courses within the Game Design & Immersive Technologies program. Developed syllabi and course materials to support students learning.

Southern New Hampshire University, Manchester, NH

### **Adjunct Instructor**

October 2023 – Present, Part-Time

Instructing courses within the Game Programming and Development program. Creating supplementary materials to support course materials. Providing detailed and timely feedback to support student growth.

WPI Interactive Media & Game Development Program, Worcester, MA

### **Teaching Assistant**

October 2022 – December 2022, Part-Time

Assisted in teaching 22 students technical art pipeline management using Autodesk Maya and Python to create their own tools. Led office hours to provide individualized support and developed a lesson on source control.

WPI Pre-collegiate Outreach Programs, Worcester, MA

### **Summer Programs Instructor**

June 2022 – August 2022, Full-Time

Taught over 70 high school students the development pipeline for 3D games while highlighting basic design principles. Developed lessons to teach the basics of industry-standard software such as Autodesk Maya and Unreal Engine to guide students in the creation of their own games.

WPI Pre-collegiate Outreach Programs, Worcester, MA

### **Summer Teaching Assistant**

July 2021 – August 2021, Part-Time

Assisted in teaching 40 high school students to use Autodesk Maya and Unreal Engine to create their own games. Developed and led lessons in basic Blueprint creation for gameplay logic while highlighting game design principles.

WPI Pre-collegiate Outreach Programs, Worcester, MA

### **Women's Research and Mentoring Program Graduate Mentor**

September 2019 – December 2019, Part-Time

Worked with an undergraduate student and two high school students to develop their confidence in their abilities and research skills. Prepared activities to teach them about game development and helped them apply their new skills through developing a game.

## Professional Experience

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Rigs of Color, Worcester, MA

### **Lead Technical Artist**

September 2020 – September 2023, Part-Time

Led a team in creating an auto-rigger and other tools within Autodesk Maya to support the creation of numerous 3D characters. Tracked feature implementation and priorities to assign tasks accordingly. Provided technical expertise in Maya programming and mentoring.

Intentional Design Studio (IDeaS), Worcester, MA

### **Senior Fellow and Paid Consultant**

January 2020 -- May 2023

Worked as a senior fellow in developing Interactive Mixed Media (AR / VR / Mobile Apps, etc) for STEM clients. Trained new members of the studio in Unity, Unreal, Hololens, Meta Quest, and HTC Vive. Took paid contracts through the studio to do development work.

*Paid Contracts and Positions through the Intentional Design Studio*

WPI Mechanical Engineering Department, Worcester, MA

### **Unity Developer**

September 2021 – June 2022, Part-Time

Developed a mobile application for learning about Free-body diagrams in a gamified experience using Unity. Implemented multiple levels, tutorials, a scoring system, a hint system, and data collection in remote databases for user data and analytics.

Delsys, Natick, MA

### **Unity Developer**

November 2021 – March 2022, Part-Time

Worked on an interdisciplinary team to develop Virtual Reality games targeted toward children with muscular dystrophy in the 8 to 12-year-old age range. Designed gameplay to encourage participation in clinical recovery through play accounting for varying levels of mobility and rest periods. Kept track of asset and feature implementation of all 4 team members to give weekly progress reports to stakeholders.

Demiurge Studios, Cambridge, MA

### **Design Intern (Marvel Puzzle Quest)**

August 2018 – March 2019, Full-Time

Designed mechanics for a match-3-based game to fit Marvel characters and authored and refined game design documentation to keep stakeholders up to date. Implemented and managed over 100 live events to keep players engaged while analyzing, interpreting, and adjusting content based on key performance indicators.

## University Service

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WPI Interactive Media and Game Development Program Steering Committee, Worcester, MA

**Graduate Representative**, January 2020 – December 2022

Attended committee meetings to voice student concerns and feedback. Planned activities for the community.

WPI Graduate Student Government, Worcester, MA

**Senator**, 2022

Attended meetings and relayed information to fellow students in the program. Voted on policies and voiced opinions and concerns of fellow students in my program of study.

WPI Interactive Media and Game Development Program, Worcester, MA

**IMGD Admissions Student Assistant**, January 2020 – May 2023

Attended admissions events and answered questions from prospective students in person, over email, and video chat.

## Projects

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**Tsuboniwa: A Garden Dream**, October 2021 – December 2021

Worked with a team of undergraduate students to develop a VR interactive music experience inspired by the client's garden.

**Coffee Cup Detector**, September 2020 – December 2020

Worked on a team of 4 to develop a classification algorithm using computer vision techniques for detecting coffee cups in an image

**Real-Time Tennis Match Prediction Using Machine Learning**, September 2019 – December 2019

Worked on a team of 4 that created a supervised learning algorithm trained to predict tennis matches by combining both historical match data and real-time statistics.

**Doldrum**, October 2017 – March 2018

Created 3D environmental art assets for an Unreal Engine VR rhythm game.

**Dash Conductor**, August 2017 – October 2017

Led a four-member international team at Ritsumeikan University that designed and created a game that used Amazon Dash Buttons as the controllers.

## Technical Skills

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- Programming languages: Python, C++, C#, MEL, JavaScript, SQL
- Game Engines: Unreal Engine, Unity
- Digital Content Creation software: Autodesk Maya, Autodesk 3DS Max, ZBrush, Substance Designer, Substance Painter, Blender, Adobe Creative Suite

## Professional References

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Dr. Gillian Smith

Director, Interactive Media & Game Development

Worcester Polytechnic Institute

(508) 831-6986

[gmsmith@wpi.edu](mailto:gmsmith@wpi.edu)

Adam Mayer

Assistant Director, Pre-Collegiate Outreach Programs & Undergraduate Admissions

Worcester Polytechnic Institute

(508) 831-6733

[amayer@wpi.edu](mailto:amayer@wpi.edu)

Farley Chery

Associate Professor, Interactive Media & Game Development

Worcester Polytechnic Institute

(781) 718-9559

[fchery@wpi.edu](mailto:fchery@wpi.edu)