

Kaitlin Bonfiglio (KB)

educator | writer | producer

[Email](#)
[LinkedIn](#)
[Website](#)

CREATIVE PORTFOLIO & PROJECTS

Creative Director, (*val*)iant: or, val's guide to having a broken vag

APRIL 2022 - MAY 2023

- [Thesis work at USC Games](#) (2022-2023): a browser-based, zine-inspired game about chronic pelvic pain, sex education, and (un)healthy sexual relationships
- WINNER: *Best Student Game* at Games For Change 2023
- Designed, produced, wrote, and programmed the majority of the game
- Led and managed a team of 15 people: art, engineering, design, audio, and narrative teams
- Trello & G Suite for task management and production tasks; Miro and Twine for conceptual work; Unity/C# programming work

Educational Liaison, *Walden, a game* EDU

JUNE 2021 - JUNE 2022

- Designed supporting curriculum for modules of [Tracy Fullerton's *Walden, a game*](#), such as our critical geography module "Where I Lived" and our anti-slavery social studies module "Civil Disobedience"
- Worked closely with educators to implement *Walden, a game* EDU in middle- and high-school classrooms
 - Quality assurance and bug reporting
 - Lesson ideas to support hands-on education

Producer & Assistant Designer, *Our First Kiss*

JUNE 2020 - MAY 2021

- Aubrey Isaacman's [alternative controller, experimental, festival game](#)
- Showcased at GDC's *Experimental Games Workshop* in 2022
- Designed festival mechanics, such as onlookers impeding the players' intimacy through various physical/digital methods
- Gathered video footage from LGBTQ community members for key footage during the game's intimate theater scene

AWARDS & ACCOLADES

- ❖ Winner of the 2023 Games for Change *Best Student Game* Award
- ❖ Recipient of the inaugural USC SCA Council on Diversity & Inclusion "Certificate of Outstanding Work", May 2023
- ❖ USC Alfred P. Sloan Grant Recipient 2022-2023
- ❖ USC CYSTEM Cohort 2022-2023
- ❖ USC Barney Rosenzweig Scholarship Recipient 2022-2023
- ❖ USC Annenberg Fellow 2021-2022
- ❖ GMG (*Girls Make Games*) Fellow 2021 & 2022

EDUCATION

University of Southern California, Los Angeles — M.F.A.

Interactive Media & Game Design

University of Michigan, Ann Arbor — M.A. & B.A.

M.A. Education

B.A. English & International Studies

SKILLS & PROGRAMS

Writing & Narrative Design

Agile (Scrum) Method

Backward Design

Community Management

Transformative Justice

Notion

Miro

Unity (C#)

Twine

Inkle

Adobe Creative Suite

LANGUAGES

English — Native

Spanish — Professional

Working Capacity, C1 fluency

NON-GAMES PROFESSIONAL EXPERIENCE

Educator, Woodside Priory School

AUGUST 2017 - JUNE 2020

- Residential Faculty
 - Worked with the boarding program, which houses 50 students age 14-18
 - Students come from all over the world: the Bay Area, Chicago, L.A., Nigeria, China, Hungary, Mexico, and more
 - Provided culturally competent social & emotional counseling, extracurricular tutoring, essay writing and homework help
 - Chaperoned events, provided transportation, and served as a legal guardian where necessary
 - Managed student conflict using peer-to-peer mediation strategies
 - Worked collaboratively with the Residential Life team to build productive steps forward for each of our students
- Manager of Student Life & Experience
 - Under the Diversity, Equity, and Inclusion program; I worked with underrepresented students to maintain a balanced and equitable high-school experience
 - Maintained student resources such as books, laptops, binders, calculators, and other material needs
 - Coordinated free tutors for students who needed help
 - Coordinated class schedules to keep students on track to graduate, as well as maintaining a balanced lifestyle
 - Provided translation services where necessary
 - Provided culturally competent social and emotional counseling
 - Built relationships with students and their families, helping them to navigate a predominantly white school
- Classroom Teacher (long-term substitute)
 - 10th, 11th, and 12th grade Literature & Language
 - Taught 5 weeks of curriculum for *1984*, *Brave New World*, and *Prince of los Cocuyos*
 - Lesson planning, sequencing, grading
 - Social & emotional work with classroom management

Volunteer, National Center for Lesbian Rights

FEBRUARY 2020 - MAY 2020

- Worked on [the Immigration Project](#) at the NCLR
- Compiled reports and news resources to provide documentation in support of LGBTQ+ asylum-seekers
- Administrative work: checking up on hearing dates, organizing documents, files, and folders