Marie Buturishvili

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An aspiring Games Producer currently attending school in Southern California. All projects can be found in the portfolio link written above.

Skills

Tools/Programming Languages:

- C#/C++/Python/Java
- lira
- Trello
- Unity
- Unreal
- Microsoft Office & Excel

Game Development:

- Scrum Methodology
- Agile Framework
- Game Design

Soft Skills:

- Leadership
- Teamwork
- Time Management
- Adaptability

Education

B.S. in Game Design

UNIVERSITY OF CALIFORNIA - IRVINE, Irvine, CA Expected in March 2026

 Relevant Coursework: Human Computer Interaction, Project Management, Game Design Fundamentals, Professional Studio/Practicum, Software Design, Data Analytics for Games and Interactive Media, Storytelling for Interactive Media

Work History

Tutor

Donald Bren School of ICS, UC Irvine | September 2024 - Current

- Assisted Professor Linden Reid with grading assignments for GDIM 31 (Introduction to Programming Games), and will continue to do so for GDIM 32 (Intermediate Programming for Games) and GDIM 33 (Coding in Game Engines)
- Helped students with coding in C# and Unity functionality
- Held weekly meetings with the professor and TA to oversee class progress and assignment grading

Administrative Assistant

Summer Session, UC Irvine | February 2024 - October 2024

- Assisted students via email and phone call about inquiries such as class enrollment, financial aid, instructor/department approvals, etc.
- Performed data entry tasks for various departments
- Facilitated waitlist additions, drops, and course enrollments, maintaining accurate records in weekly Excel spreadsheets

Desktop Support Consultant

UCI Office of Information Technology | January 2023 - June 2023

- Monitored employee and customer interactions to assess quality of service
- Identified issues with hardware and software of laptops and desktops and fixed them
- Created and implemented maintenance plans for customer accounts to secure customer satisfaction and reliability

Languages



English



Georgian



Chinese (Mandarin)