Maya Patten

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**Education**

**Clark University** – Worcester, MA

Bachelor’s Degree of Interactive Media (Game Design) Production, 2023 — Present
 Bachelor’s Degree of Marketing, 2023 – Present

**Technical Skills**

Adobe Premiere Pro | Adobe Illustrator | ClickUp | Notion | Miro | Trello | TMetric | Unreal Engine | MS Office Suite | Procreate | Slack | Mailchimp | Pterodactyl | Mercury

**Professional Skills**

Interpersonal Communication | Agile Project Management | Risk Assessment | Budget Management | Critical Thinking | Negotiating | Adaptability | Content Development

**Experience**

**CEO** — Swift-Patten & Associates LLC, Remote, Jan 2025 – Present

* Negotiated and secured the continuation of the **Ender** club concept, reaching an agreement with the original owner to manage and operate the online clubs after their departure.
* Oversaw operations, financial planning, and client relationships, ensuring success and profitability.
* Led a multidisciplinary team to deliver high-quality results in a remote environment.

**Marketing Manager** — SlimeWare, Worcester, MA Jun 2024 – Present

* Executed marketing campaigns to expand brand awareness and create an online community before game launches.
* Utilized and designed social media posts to establish future player retention and loyalty.
* Analyzed game marketing strategies to improve performance metrics over time.

**President —** International Game Developers Association @ Clark , Worcester, MA Nov 2024 — Present

* Organized events, workshops, game jams, and networking opportunities to support student game developers at Clark University.
* Fostered partnerships with industry professionals to provide mentorship and career guidance.

**Club Lead** – Ender, Remote Jun 2024 – Jan 2025

* Designed digital experiences for kids aged 6-13 to learn how to socialize with other children through their favorite games and hobbies such as Coding, Art, and Minecraft.
* Managed a team of moderators to deliver engaging and safe virtual club activities.
* Created and facilitated daily events during 3–5-hour club sessions, ensuring high participation.

**Assistant Manager & QA** — XP Games LLC, Remote Jun 2024 — Oct 2024

* Supported project management and ensured team alignment with goals and deadlines.
* Conducted quality assurance testing to identify and resolve bugs, enhancing user experience.

**Founder & CEO** — TerrariumEarth LLC, Remote Aug 2021 — Apr 2024

* Facilitated the creation of over 10+ Minecraft modded projects with a team of 70 members, totaling over 200,000,000 downloads overall.
* Provided commission-based development services for content creators, delivering high-quality content.

**Online Content Moderator** —Modrinth Inc, Remote Apr 2023 — Jan 2024

* Reviewed user-generated content to maintain the platform guidelines and ensure community safety.
* Resolved disputes and responded to inquiries to provide a positive user experience.

**Company Branch Manager —** Giggle Block Studios LTD, Remote Jul 2023 – Dec 2023

* Managed the resource pack branch operations, leading a team of developers to meet deadlines and quality standards.
* Coordinated cross-branch collaboration to ensure efficient workflows.