AMY VARGAS

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EDUCATION

The College of New Jersey | Ewing, NJ
Bachelor of Arts | *Aug 2019 - May 2023*
Major in Interactive Multimedia; Minors in Computer Science and Music Technology
Cumulative GPA: 3.979/4.0; Summa Cum Laude, Dean's List (every semester)
Relevant Coursework: Interactive Computing, Game Development, Game Design and Architecture, 3D Modeling

EXPERIENCE

TCNJ Interactive Multimedia Department | Ewing, NJ
Games 1/2 Learning Assistant | *Aug 2022 – May 2023*
- Collaborated with other learning assistants to prepare exercises and demos and delivered class preparation materials frequently.
- Created and maintained a guide for basic coding fundamentals and C# scripts.
- Held regular office hours to aid students with Unity issues or questions on material covered in class.
- Selected for the role based on proficiency and skill in previous game development classes.

PROJECTS

Boxman: The Video Game *(Unity, Procreate, Logic Pro, Adobe Photoshop/Illustrator)* | *Oct 2022 - Jun 2023*
- 2D side scroller and top-down action game where players control Boxman with interactive challenges to defeat enemies.
- Conceptualized, designed, and modified main levels and player and enemy combat and movement mechanics.
- Appointed Lead Programmer where tasks included programming, debugging, and enhancing overall game aspects and experiences while coordinating with a team of five individuals.

The Dining Room: VR *(Unity, Autodesk Maya, Adobe Photoshop, Oculus Quest 2)* | *Nov 2022 - Dec 2022*
- Immersive virtual experience where users can interact with a 3D environmental model of a Victorian-inspired dining room based on a reminiscence of a personal real-life surrounding.
- Optimized and refined hard surface model geometry of custom scenery props.
- Role included programming and demonstrating Unity's VR capabilities using XR packages and modeling hard surface objects while collaborating with another individual.

Drawdio *(Unity, Logic Pro, Procreate)* | *Aug 2022 - Dec 2022*
- 2D Digital Illustration application where users build visual and sonic environments by selecting a background, drawing, and placing stickers.
- Project focused on the benefits of art and interactive electronic music therapies in collaboration with a team of five group members.
- Role included programming core functionalities and UI/UX elements and organizing and conducting user testing.

SKILLS

Programming Languages: Java, Javascript, C# (Unity), PostgreSQL, Python, Kotlin, C++, Ruby, HTML, CSS
Adobe Programs: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe XD, Adobe After Effects
Software: Autodesk Maya, Unity, ZBrush, Git/Github, Visual Studio Code, Android Studio, Trello, Figma
Audio Editing: Max8, Logic Pro, Audacity, Ableton Live