Anthony Sokry

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EXPERIENCE

Co-Founder / Vice President / Web Director
CADRE Mentorship Program
Aug 2020 - Present
- Co-founded academic leadership organization for digital media art students of 20+ members
- Deployed first iteration of official website using Bootstrap and GitHub
- Reviewed sign up applications and interviewed mentor applicants
- Led technical team in setup of virtual art exhibition: Collective Conscious
- Developed exhibition website, created 3D models, and arranged 15+ assets on New Art City platform
- Develop 9 comment apps using Firebase and React for individual Collective Conscious artworks
- Co-host on Collective Conscious reception day on Zoom meeting of 80+ people
- Web director of newly formed web team of 3 officers
- Trained officers in web architecture, development, and deployment with React
- Migrated Bootstrap website to React

Web Director
Game Development Club
Aug 2020 - Present
- Developed Bootstrap website and deployed on GitHub
- Designed based on mascot color scheme and game culture
- Maintained and updated website with weekly announcements and events
- Trained new officer in web architecture and development
- Coordinated with web team of 3 to develop blog/forum React website: Knowledge Base
- Managed version control on GitHub and communicated with team on Discord
- Developed modular CSS styling for all Knowledge Base article pages
- Co-created Fall semester schedule

President
AR / VR Club
Feb 2020 - Dec 2020
- Organized and oversaw club meetings
- Consolidated semester schedule to be straightforward for officer cabinet of 3
- Expanded officer cabinet to 6 people total
- Communicated and assigned tasks to officers
- Instructed 3 officers on workflow for event preparations
- Trained new officer how to use Discord
- Boosted member participation in online format
- Led 2 A-Frame/AR.js Workshop
- Discussed club experience at Silicon Valley Women in Engineering online event

CODE
- C#, C
- HTML, CSS, JavaScript, React
- P5.js, A-Frame, AR.js, Three.js
- Node.js, Git

APPLICATIONS
- Unity, GameMaker
- Adobe Creative Suite
- GitHub, Notion, Discord

PROJECTS

Crab Life: Algae Bandit
Aug 2020 - Present
- Developed 2D top-down game as WebGL and hosted on Itch.io
- 100+ views and 70+ browser plays
- Co-created 3 month timeline, set milestones, and prioritized tasks on Notion
- Met for monthly scrum meetings and weekly check-ins with a team of 5
- Managed version control on GitHub and programmed combat system in C# and Unity
- Coordinated with artist and designer to implement sound and animation
- Communicated on Discord server

PowerUp
Jan 2017 - May 2017
- Developed 2D platformer/fighting game for two players in 4 months
- Programmed gameplay systems including movement and power-up effects on GameMaker
- Produced pixel art assets for user interface and game sprites
- Designed 2 characters, 3 stages, and 6 power-ups
- Optimized for Game Dev club arcade cabinet
- Played by 30+ people in total at conventions like California Extreme and MAGWest

EDUCATION
BFA: Digital Media Arts
Minor: Computer Science
San Jose State University