Anthony Sokry

asokry.github.io | anthonysokry@gmail.com | San Jose, CA

Software Developer and Digital Media Artist

Experience

Product Accessibility Intern
New Art City
December 2020 - Present

Discussing accessibility guidelines for New Art City virtual exhibition platform. Drafting accessibility document following Voluntary Product Accessibility Template (VPAT) standards.

Website Development Student Assistant
Cadre Media Labs
February 2020 - December 2020

Worked with faculty to update new CADRE Media Lab website using PHP, HTML, and WAMP server. In charge of documenting past Event descriptions and images for Event Page. Updated Faculty page with faculty and MFA student biographies and profiles.

Activities

Web Director
Game Development Club at SJSU
August 2020 - Present

Developing and designing new club website using Bootstrap. Updating and maintaining website with club announcements and events. Create Fall semester schedule and training new officer in web development. Coordinate with web team in developing

President
AR / VR Club at SJSU
August 2020 - December 2020

Organized and oversaw club meetings, consolidated semester schedule to be straightforward, coordinated events, assigned officer tasks, trained new officers, and boosted member participation.

Education

BFA in Digital Media Arts
San Jose State University
December 2020

Minor in Computer Science
San Jose State University
December 2020

Skills

Languages:
C# | Javascript | HTML | CSS | Processing | Python | Java

Software and Platforms:
Unity | GitHub | Photoshop | Illustrator | Firebase | Arduino | Premiere Pro | GameMaker | npm

Frameworks and Libraries:
P5.js | React | Bootstrap | A-Frame | AR.js | Three.js

Project Development:
Notion | Trello | Discord | Slack

Projects

Game Dev Club Website
August 2020 - December 2020

Developing and designing website using Bootstrap framework and deployed on Github. Maintaining and updating website with upcoming events, announcements, and requested new pages.

Crab Life: Algae Bandit
June 2020 - August 2020

Programmed combat system in C# in Unity2D. Coordinated with artist and designer to implement sound and animation into game.