Abigail (Abby) Rochelle

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OBJECTIVE

Seeking a Computer Science or Game Design adjacent co-op/internship utilizing skills in data structure design, C#, HTML, CSS, Unity, Figma, project management, narrative design, and related techniques. Available Summer 2026.

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences **Rochester, NY**
Bachelor of Science, Game Design and Development   May 2028

- GPA: 3.55
- Dean's List [Fall 2024 and Spring 2025]
- Awarded Presidential Scholarship
- Awarded Performing Arts Scholarship
- Relevant Coursework: Game Development and Algorithmic Problem Solving, Problem Solving with Data Structures and Algorithms, 2D Animation and Asset Production, Introduction to Interactive Media, Mathematics of Graphical Simulation, Discrete Mathematics

TECHNICAL SKILLS

Languages | C#, Java, JavaScript, HTML, CSS, React.js
Tools | Visual Studio, Visual Studio Code, GitHub, Unity, Blender, Maya, Figma, Excel, Google Sheets, Google Docs
Operating Systems | Windows, macOS, iOS

PROJECT EXPERIENCE

The Flowershop | *Women in Computing 24-hour Hackathon*   **March 2025**

- Collaborated in a group of three Game Design students to create an interactive demo of an original game, 'The Flowershop'
- Programmed game demo in Visual Studio Code using HTML, JavaScript, React.js and implemented teammates' original sprites and designs
- Presented original game alongside teammates to a panel of judges and received Hackathon award
- Plan to continue developing this project alongside teammates using Unity

EXPERIENCE

Freelance Work
Sub-Contractor   **May 2025 – August 2025**

- Worked with co-sub-contractors (at companies such as CrunchLabs) to utilize Blender, After Affects, and Figma to storyboard, direct, and animate 2D and 3D advertisements and informational videos

Code Ninjas   Medfield, MA
Code Sensei   **June 2023 – August 2023**

- Taught young students technical skills such as computer programming, game design, and animation.
- Provided a fun and safe learning environment and facilitated group and individual learning while instructing coursework in Java, Scratch, and Roblox

INTERESTS

Singing, Acting, Knitting, Painting, Running, and Learning New Computing Languages and Workflows