Margaret Dorsey

Engine and Systems Programmer
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Education

Rochester Institute of Technology

Game Design and Development, BS	Computational Mathematics, BS
Computer Science, Minor	Japanese, Minor

GPA   4.0
Expected Graduation   May 2018

Knowledge

Multivariable and Vector Calculus	Ordinary and Partial Differential Equations
Elementary and Advanced Linear Algebra	Discrete Math
Real Analysis	University Physics
Graphics Programming	Simple Physics Programming
Autonomous Agent Programming	User Interface Design and Theory

Skills

C	C++	C#
HTML	CSS	JavaScript/JQuery
PHP	Unity	gcc
Visual Studio IDE	git Bash/gitHub	Unix
Autodesk Maya and Mudbox	Maple 2015	OpenGL 4.5
GLFW/GLEW	LaTeX	

Projects

Wyvern Engine
A custom rendering and physics engine written from scratch using C/C++, OpenGL 4, and GLFW.

Math Undergraduate Research
Researched the application of Lie Groups of symmetry transformations to ordinary and partial differential equations, as well as variational problems.

Application Design
Lead a team of two and a team of four in the design and mockup of two game application user interfaces, within a user interaction course.

Awards and Achievements

Crashtest Games
Board member of student organization dedicated to the testing and analysis of student and professional analog games.

RIT Honors Program

William Major Byers Award Recipient
Awarded for Excellence in Mathematics.

AP Scholar with Honors

NRS Scholarship Award Recipient
Awarded for volunteering and community involvement on RIT campus.