

Margaret E. Dorsey

CODE · MATH · GRAPHICS

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Education

Rochester Institute of Technology

Rochester, NY

GAME DESIGN AND DEVELOPMENT, B.S. COMPUTATIONAL MATHEMATICS B.S.

Fall 2014 - Present

COMPUTER SCIENCE, MINOR

JAPANESE LANGUAGE, MINOR

GPA: 4.0

Expected Graduation: May 2018

Budapest Semesters in Mathematics

Budapest, Hungary

STUDY ABROAD

Summer 2016

Coursework and Knowledge

Languages and Software

C/C++, Java, HTML, CSS, Javascript, JQuery, OpenGL 4.5, DirectX11, MIPS Assembly, LaTeX, git, Autodesk Maya and Mudbox, Unity, MS Visual Studio, *nix Environment

Mathematics

Multivariable and Vector Calculus, Differential Equations, Linear Algebra, Discrete Math and Number Theory, Real Analysis and Measure Theory, Geometric Algebra, Newtonian Physics

Computer Science

Computer Architecture and Organization, Networks and Network Programming, Graphics Programming, Parallel and Distributed Computing, Algorithm Analysis, Systems and Optimization

Experience and Projects

Interactive Games and Media and Computer Science Departments

Rochester Institute of Technology

TEACHING ASSISTANT AND GRADER

Spring 2016 - Present

Assisted with instruction and evaluation of undergraduate students in a variety of courses.

Buffalo Public Schools

Herman Badillo Bilingual Academy

FRONT OFFICE CLERK

Summer 2014

Performed clerical duties, managed payroll, and handled front end administration for a summer school program in Spanish and English.

Mathematics Department

Rochester Institute of Technology

UNDERGRADUATE RESEARCH

June 2015 - December 2015

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

Global Game Jam

Rochester, NY

GLOBAL GAME JAM 2016

January 2016

Led a team of six in the production of an infinite platformer game in Unity Engine over 48 continuous hours. Handled program architecture, documentation, source control, and the majority of back end code.

IGM Department

Rochester, NY

GRAND STRATEGY RPGS

Fall 2014 - Present

Part of a team that designs and runs grand strategy role playing games for the IGM department students.

Extracurricular Activity

Crashtest Games

IGM Affiliated Club

PRESIDENT

Fall 2014 - Present

A club dedicated to the analysis, testing, iteration, and refinement of student, faculty, and professional games, both analog and digital.

I'm First

Rochester Institute of Technology

MEMBER, REPRESENTATIVE

Spring 2016 - Present

I'm First is a program dedicated to the support and inclusion of first generation college students. I assist with reaching out to incoming freshmen and current students who are eligible, and am a part of the program myself.

Honors & Awards

Summer 2016 **Gilman Award Scholarship Recipient**, United States State Dept.

2015 - Present **RIT Honors Program**,

2013 **William Major Byers Award Recipient**, Awarded for Excellence in Mathematics

2015 - 2016 **Nathaniel Rochester Society Award**, Awarded for exceptional contribution to the RIT community