Margaret E. **Dorsey**

CODE · MATH · GRAPHICS

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Education

Rochester Institute of Technology   *Rochester, NY*

GAME DESIGN AND DEVELOPMENT, B.S.   *Fall 2014 - Present*

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