Miranda Auriemma

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EDUCATION:

Rochester Institute of Technology, Rochester, NY   **Expected May 2021**
Bachelor of Science in Game Design and Development & Minor in Japanese
GPA: 3.5

SKILLS:

Programming: C#, JavaScript, HTML, CSS, Familiar with Java and PHP
Software: Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, Autodesk Maya 2018, NetBeans, Adobe Dreamweaver
Other: Object-Oriented Programming, Windows Forms, Git version control

EXPERIENCE:

3DRose   **Jackson, NJ**
Developer/Nighttime Processor   **2016 - Present**

- Developed an application on my own based on user input in C# Windows Forms to filter image submissions from graphic artists based on criteria such as image type, resolution, dimensions, and filename
- Documented code for an existing program that had been under development for a year and a half with no documentation
- Processed the next day's first batch of orders overnight so production could begin immediately the next morning
- Trained multiple people on the overnight processing procedure

PROJECTS:

Flocking Simulation (Academic & Personal Project)   **March 2019**

- Created a simulation of a flock of animals using C# with Unity 3D
- Extended the algorithm for flocking that had been taught in class from two dimensions to three dimensions to turn a flock of animals on the ground into a school of fish

Alt+Tab (Game Jam Group Project)   **November 2018**

- Led a team of 7 people during a fast-paced 48-hour game jam to make a game in C# with Unity 2D that won best game design
- Multitasked between directing artists and programmers and writing my own code
- Coordinated the team's git repository and dealt with merge conflicts
- Programmed a Pong minigame and worked on combining all of the separate minigames into one seamless project

PERSONAL INTERESTS: I enjoy playing games, playing flute in RIT's Game Symphony Orchestra, and solving Rubik's Cubes and similar puzzles.