

Miranda Auriemma

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OBJECTIVE:

Seeking a gameplay programming co-op/internship. Available May 2019 – August 2019

EDUCATION:

Rochester Institute of Technology, Rochester, NY

Expected May 2021

Bachelor of Science in Game Design and Development

GPA: 3.5

SKILLS:

Programming: C#, Javascript, HTML, CSS, Familiar with Java and PHP

Software: Microsoft Visual Studio, Microsoft Visual Studio Code, Unity, NetBeans, Adobe Dreamweaver

Other: Object-Oriented Programming, Windows Forms, Git version control

EXPERIENCE:

3DRose

Developer/Nighttime Processor

Jackson, NJ

2016 - Present

- Developed an application in C# Windows Forms to screen image submissions from graphic artists based on criteria such as image type, resolution, dimensions, filename
- Documented code for an existing program that had been under development for a year and a half with no documentation
- Processed orders overnight to be filled the next day

PROJECTS:

Tweetie No Like Squirrels (academic project)

May 2018

- Designed user interface and art assets for a 2D platformer in MonoGame
- Developed an external tool in C# that allowed both level designers and players to create and save levels