Miranda Auriemma

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EDUCATION:

Rochester Institute of Technology, Rochester, NY   GPA: 3.6
Bachelor of Science in Game Design and Development & Minor in Japanese   **December 2021**
Master of Science in Game Design and Development   **Expected May 2024**

SKILLS:

Programming: C#, C++, Python, JavaScript, SQL, HTML, CSS, PHP
Software: Visual Studio, Visual Studio Code, Unity, Unreal Engine 4, Autodesk Maya 2018
Frameworks: DirectX 11, DirectX 12, Entity Framework Core 2, LINQ, VueJS, BootstrapVue
Other: Git version control, Object-Oriented Programming, Windows Forms, Amazon Web Services (AWS)

EXPERIENCE:

EagleDream Technologies   **Fairport, NY**
Software Engineering Co-op   **2019, 2020**

- Developed an API with authentication within AWS that would receive a JSON payload and write it to a NoSQL database, using AWS Lambda, API Gateway, DynamoDB
- Implemented design changes to an existing website based on a design mockup using CSS, SASS, PHP
- Implemented data processing functions for a client as part of their migration to cloud infrastructure, using Python, AWS Lambda, DynamoDB, Simple Storage Service (S3).

3DRose   **Jackson, NJ**
Developer/Nighttime Processor   **2016 - 2020**

- Developed an app that uses the Sears API to pull orders from the Sears Marketplace into 3DRose's own database, to allow for processing and fulfillment of orders
- Developed an app on my own based on user input in C# Windows Forms to filter image submissions from 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
- Performed overnight order processing to prepare production to start immediately every morning
- Trained multiple people on the nightly processing procedure

PROJECT HIGHLIGHTS :

Brave Magnet (Global Game Jam Team Project)   **2022**

- Created particle VFX with Niagara in Unreal Engine 4
- Coordinated a team of people located in both the United States and Japan
- Assisted with bridging the team's Japanese/English language barrier
- Assisted team members with miscellaneous tasks, especially those who were unfamiliar with Git

Kanji Helper Tool (Ongoing Academic & Personal Project)   **2021 - Present**

- Designed a BootstrapVue web app for searching Japanese words and characters and making lists
- Integrated two Japanese dictionary APIs as the data sources
- Learned BootstrapVue from scratch as I implemented everything

PERSONAL INTERESTS:

I enjoy learning Japanese, crochet, and playing flute in the RIT Game Symphony Orchestra.