

Miranda Auriemma

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Portfolio: <https://m.auriemma.com/>

732-703-2322

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, Familiar with PHP

Software: Visual Studio, Visual Studio Code, Unity, Unreal Engine, Familiar with Autodesk Maya 2018

Frameworks: DirectX 11, 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

May – December 2019, August – December 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 :

Kanji Helper Tool (Ongoing Academic & Personal Project)

2021

- 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

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