

# Miranda Auriemma

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

## EDUCATION:

Rochester Institute of Technology, Rochester, NY

**Master of Science in Game Design and Development**

**May 2024**

**Bachelor of Science in Game Design and Development & Minor in Japanese**

**December 2021**

## SKILLS:

**Programming:** C# (6 yrs), C++ (4+ yrs), Python (3 yrs)

**Software:** Unreal Engine 4/5 (5 yrs), Unity (5 yrs), Visual Studio (8 yrs), Visual Studio Code (6 yrs), PyCharm (3 yrs), Autodesk Maya (6 mo)

**Frameworks:** DirectX 11 (2 yrs), DirectX 12 (1 yr)

**Other:** Git version control (6 yrs), Object-Oriented Programming (7+ yrs)

## 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**

*Collaboration between RIT and Kyoto Computer Gakuin in Japan – available for download*

- Created particle VFX with Niagara in Unreal Engine 4
- Coordinated a team of 7 students located in both the United States and Japan, using Japanese language ability to help bridge the language barrier
- Assisted team members with tasks, especially those who were unfamiliar with Git

**DirectX12 Raymarching Art Tool (Ongoing Pair Academic & Personal Project)**

**2021 - Present**

- Designed a standalone tool to enable people unfamiliar with shader programming and raymarching math to create 3D scenes entirely through raymarching
- Implemented large code refactors to an existing DX12 codebase based on research and carefully considered needs and time constraints of the current project

## PERSONAL INTERESTS:

Learning languages, crochet, and playing flute in the RIT Game Symphony Orchestra