

Miranda Auriemma mauriemma12@gmail.com • www.linkedin.com/in/miranda-auriemma • m.auriemma.com

OBJECTIVE

Seeking a full-time position utilizing skills in a wide range of programming languages including C#, C++, Python, JavaScript, and SQL with ability to leverage skill in Visual Studio, PyCharm, and Unreal Engine as well as frameworks like VueJS, Entity Framework Core, and DirectX 11 and 12 to contribute to innovative projects.

COMPUTING EDUCATION AND AWARDS

Rochester Institute of Technology

Rochester, NY

Golisano College of Computing and Information Sciences

Master of Science, Game Design and Development

Bachelor of Science, Game Design and Development and Minor in Japanese

May 2024

December 2021

- GPA: 3.6 – *magna cum laude*

SKILLS

Programming Languages: C#, C++, Python, JavaScript, SQL, HTML, CSS

Software: Visual Studio, Visual Studio Code, PyCharm, Unreal Engine 4/5, Unity

Frameworks: VueJS, BootstrapVue, Entity Framework Core 2, LINQ, DirectX 11, DirectX 12

Other: Amazon Web Services (AWS), .NET, Git version control, Object-Oriented Programming

EXPERIENCE

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
- **Designed and developed** an app independently 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 the overnight order processing necessary prepare for morning production
- Trained multiple people on vital nightly order processing

EagleDream Technologies

Fairport, NY

Software Engineering Intern

Fall 2020, Summer and Fall 2019

- **Developed** an API with authentication within **AWS** for writing a **JSON** payload 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)**

PROJECT HIGHLIGHTS

Channel Getaway (Academic Capstone & Ongoing Project)

2023-Present

- Lead a team of 3 other students with **Agile** principles
- **Documented** asset creation and implementation guidelines for artists, with a focus on organization and performance
- **Designed and developed** custom **VFX** according to design goals, in particular, custom post processing shaders to simulate black-and-white film and a color CRT TV in **Unreal Engine 5**

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 **DirectX 12** codebase based on research and carefully considered needs and time constraints of the current project

Kanji Learning Helper Tool (Academic & Personal Project)

2021

- **Designed a BootstrapVue** web app for searching Japanese words and characters and allowing users to add them to personal lists
- Integrated two Japanese dictionary APIs as the data sources