

Miranda Auriemma

msa4295@rit.edu

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

732-703-2322

EDUCATION:

Rochester Institute of Technology, Rochester, NY

Master of Science in Game Design and Development

Expected 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 (4 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 (5 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