

Amirah Chamble

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EDUCATION

University of Maryland College Park

B.S. Studio Art Digital Media, Cumulative GPA: 3.0

Graduation date: May 2017

TECHNICAL SKILLS

- Languages: Ruby (Rails), JavaScript (Angular & JQuery), HTML5, CSS, C++, C#, Python, PHP, Swift, Java
- Testing Frameworks: Selenium
- Operating Systems: Linux, Ubuntu, Mac OSX, Windows
- Processing, WordPress, 3D modeling & animation, Unity Game Engine, Unreal 4 Game Engine, Adobe Photoshop, Premiere, Audition, InDesign and Illustrator, Character & Environment Design
- Spoken Languages: English(fluency), French(working proficiency), Japanese(limited working proficiency)

Relevant completed coursework: CMSC122: Introduction to Computer Programming Via the Web, CMSC298P: Special Topics in Computer Science; Prototyping and Fabrication of Cyberphysical Systems, ARTT255S: Introduction to Digital Art and Design Processes, ARTT370: Elements of Digital Media, ARTT479A: Advanced Digital Media Studio; Code and Form, ARTT498A: Directed Studies in Art; Game Art, Level Design and Code

PROFESSIONAL EXPERIENCE

Bloomberg BNA, Crystal City, VA

June 2017 - current

UX Designer & Q.A. Automation Tester

- Responsible for the redesign of legacy in-house products and usability testing in order improve internal-user workflows.
- Responsible for writing automation tests with Selenium to help catch and report bugs in internal applications and bnanews.bna.com.

MPLEX VR, College Park, MD

November 2016 - May 2017

CONCEPT, CHARACTER AND ENVIRONMENT ARTIST/DEVELOPER

- In Makers Division, worked on concept art for game assets, level environments and the development of 3D models for gameplay and animation.
- Fabricated texture library for game play; including normal, specular, depth, and bump maps.
- Wrote C++ scripts for aesthetic gameplay events, including skymap shooting stars and sparking electronics.
- Aided in redesign of Game User Interface Screens and conducted usability testing with beta users.

Bloomberg BNA, Crystal City, VA

May 2016 To August 2016

SOFTWARE DEVELOPMENT INTERN

- In the Product Research and Development Department, updated old internal sites and editorial software and transferred them to the Ruby on Rails framework. Redesigned those tools to be more modern, user friendly and easily accessible to company editorial users.
- Assisted in the creation of several Ruby on Rails Gems (plugin extensions) for interactive customizable alert systems, calendar systems and uniform styles across all editorial in-house products.
- Wrote Weekly progress reports for the Development team interned under and participated in company volunteering events.

Bloomberg BNA, Crystal City, VA

June 2015 To August 2015

SOFTWARE DEVELOPMENT INTERN

- In the Product Research and Development Department, assisting in the development and reiteration of new and existing applications for current and upcoming web based products using Ruby on Rails and Angular JS.
- Built a WordPress Blog with six different customizable themes to reflect the air of Bloomberg BNA to be used as a communication platform by the Executive Vice-President and the Product Research and Development Department.
- Documented progress and wrote all reports and update notifications for the Development team I interned under

INDEPENDENT PROJECTS

Project: Coding.NYC
CodeNow, New York City, New York
Lead Software Engineer

August 2016 - current

- An online application that data mines workshop calendar events from non and for profit organizations that offer programming workshops to coding-curious and information seeking individuals of all ages in the New York Metropolitan area.
- We match profile interests and notify users of upcoming application deadlines, workshop details and event dates

Independent Studies: Revenant Survivor
University of Maryland College Park, College Park, MD
Lead Software Engineer

Fall 2016 - current

- A Virtual Reality/standard game experience, users take the helm of the last surviving ship in the Martian fleet and deliver precious cargo across interstellar space safely to Mars. Players must survive obstacles, such as asteroid fields, comets, alien and enemy ships.
- Created to explore game asset, user interface, and overall game design and development.
- Deployment currently intended for PC and MAC.

Poli-Wise

Fall 2015 - current

- Allows District Representatives to notify citizens registered to vote in their districts of upcoming legislature and poll the people's opinions.
- Created user model, authentication, and password encryption.
- Designing and programming user interface and application interactivity

The Pillow Doctor; MHacks, Michigan State University

Fall 2013

- A pillow using Arduino and Java to monitor sleep activity in individuals suffering from Sleep Apnea.
- Worked in collaboration to program Arduino sensors to measure temperature and record sleep shifting patterns and frequency.

LEADERSHIP / EXTRACURRICULAR / AWARDS

Speaker at the State Department on the panel for the screening of *Code: Debugging the Gender Gap*, Summer 2015

Guest on #CodeHow, CodeNow's YouTube video series lecturing on Ruby and Ruby on Rails practices, Spring 2016

Cofounding member of Chevalier de Politiques, a hack team working on political applications, Fall 2015 - current