

Anna Karwacki

Software Engineer

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EXPERIENCE

TurnAround Factor, Buffalo, NY - Software Developer (2021- Present)

- Developed applications for the U.S. Military
 - Sole iOS and Augmented Reality developer on the "SME Connect" Project
 - Working with React Native, Node.js, AR Foundation, and Unity
- Researched and created proposals for SBIR topics for the U.S. Navy and the U.S. Air Force
 - Designed solutions, created diagrams and mockups, and wrote technical volumes

Second Avenue Learning, Rochester, NY — Software Developer (Intern: August 2018 - December 2018, Fulltime: 2020 - 2021)

- Developed and performed maintenance on educational applications and websites
- Ported the "Original Mobile Games" from iOS and Android to the Nintendo Switch
- Meeting with clients regularly to assist with requirement gathering and answering technical questions

EagleDream Technologies, Fairport, NY— Web Developer (2019 - 2020)

- Developed public-facing websites for businesses in the Western New York area
 - Using Wordpress, Shopify, Hubspot, AWS services
- Met and worked with clients to gather requirements to develop their website and on completion train on how to use the site
- Responded to customer care requests, this include content updates, developing new pages, bug fixes, etc..

SKILLS

Platforms Developed for:

Android, HP Mixed Reality Headset, iOS, Microsoft Hololens 2, Nintendo Switch, PC, Web

Languages: C#, Javascript, C++, HTML5, CSS, TypeScript

Development Tools: Unity, Microsoft Visual Studio, Visual Studio Code

Design Tools: Photoshop, inDesign, Marvel App, Figma

EDUCATION

Rochester Institute of Technology, Rochester, NY — Bachelor of Science

2014 - 2018

Undergraduate in Game Design and Development.
Graduate Magna Cum Laude

PROJECT

Project Cyber B — Unity Developer

Six person team working on creating a Virtual Reality game for the HP Mixed Reality Headset. Responsibilities include: project management, integrating 3D assets and their animations, development of VR interactions.

