Anna Victoria Karwacki

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Skills

Computer Languages:

o C#, Javascript, C++, HTML, CSS, Java

Development Environments:

o Unity, Microsoft Visual Studio (2010, 2013, 2015), Processing, Brackets

Artistic Environments:

o Photoshop, Illustrator, InDesign, Maya 2016/2017, Traditional 2D

Projects

Project Quintessence

- 30 week project (Fall 2016 Spring 2017)
 - Large group project of 12 making a RPG. Role on project UI/UX designer and developer in the fall and environmental artist in the spring. C#, Unity, Maya 2016 and Photoshop used.

Don't Spend Time on It (42 hours, Hero Jam, October 2017)

Two person team making a game for the theme of "Everyday Heroes" where
professors and TAs are the focus. Role on project was co-designer and
programmer. Winner of Best game at the game jam. C# and Unity used.

Jobs Held

Dig-It Games. Bethesda, MD(May - August 2016)

- Programming Intern
 - Programming for an upcoming educational game. Learned and used Javascript, Pixi Engine, and Phaser Engine.

Interactive Games and Media

- Lab Worker (August 2016 December 2017)
 - Opening and closing the labs. Ensuring students are using the facilities appropriately. Tutoring students if needed.
- UI Designer and Artist (January 2017 May 2017)
 - Design and created art for educational medical game in partnership with University of Rochester medical department. Photoshop used.
- Teacher's Assistant (August 2017 current)
 - Assist the professor in helping students and grade assignments. Helped with 2D and 3D animation.

Education

- Rochester Institute of Technology
- Bachelor of Science in Game Design and Development
- Expected graduation October 2018
- o GPA: 3.7/4.0

Leadership and Activities

- Alpha Phi Omega Service Fraternity
 - Roles: Pledge Master (Spring 2016), Vice President of Membership (Fall 2016)
- Brick City Boppers Swing Dance Club

Awards

- Dean's List for Fall Semester 2014, 2015, 2016, 2017
- Dean's List for Spring Semester 2016, 2017