

Anna Victoria Karwacki

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Academic Information

- Rochester Institute of Technology
- Bachelor of Science in Game Design and Development
- Expected graduation May 2018
- GPA: 3.6/4.0

Skills

- **Computer Languages:**
 - C#, Javascript, C++, HTML, CSS, Java
- **Development Environments:**
 - Unity, Microsoft Visual Studio (2010, 2013, 2015), Processing, JCreator, Webstorm, Brackets
- **Artistic Environments:**
 - Adobe Photoshop, Adobe Illustrator, Maya 2016, Traditional 2D

Projects

- Project Quintessence (15 week project, Fall 2016)
 - Large group project with 12 people making a RPG. Role on project UI/UX designer and developer. C#, Unity, and Photoshop used.
- If You Meme it (36 hours, Global Game Jam, Januray 2017)
 - Small group of 6 people made a beat-em-up in Unity following the year's theme of waves. Role on project was making environmental items and texturing models. Photoshop and Maya 2016 were used.

Jobs Held

- **English American Tailoring Co. Westminster, Maryland (June - August 2015 & December 2015)**
 - Floor Worker
 - Worked on the factory floor in different positions during the suit creation production.
- **Dig-It Games. Bethesda, Maryland (May - August 2016)**
 - Programming Intern
 - Was a programmer for an upcoming educational game.. Learned and used Javascript, Pixi Engine, and Phaser Engine.
- **Interactive Games and Media (August 2016 - current)**
 - Lab Worker
 - Opening and closing the labs. Ensuring students are using the facilities appropriately. Tutoring support for approved classes. Other duties as needed.
- **Interactive Games and Media (January 2017 - current)**
 - UI Designer and Artist
 - Working as a UI designer and artist for a educational medical game that is in partnership with University of Rochester medical department. Photoshop is being used.

Leadership and Activities

- Alpha Phi Omega Service Fraternity
 - Leadership role: Pledge Master (Spring 2016), Vice President of Membership (Fall Semester 2016)

Awards

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