Anna Victoria Karwacki

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Skills

Computer Languages:
- C#, Javascript, C++, HTML, CSS, Java

Development Environments:
- Unity, Microsoft Visual Studio (2010, 2013, 2015), Processing, Webstorm, Brackets

Artistic Environments:
- Adobe Photoshop, Adobe Illustrator, Maya 2016, 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 enviromental artist in the spring. C#, Unity, Maya 2016 and Photoshop used.

If You Meme it (36 hours, Global Game Jam, January 2017)
- Small group of 6 people made a beat-em-up in Unity following the year's theme of waves. Role making environmental items and texturing models. Photoshop and Maya 2016 were 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 (August 2016 - current)
- Lab Worker
    - Opening and closing the labs. Ensuring students are using the facilities appropriately. Tutoring students if needed.

Interactive Games and Media (January 2017 - May 2017)
- UI Designer and Artist
    - Design and created art for educational medical game in partnership with University of Rochester medical department. Photoshop used.

Education

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

Leadership and Activities

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

Awards

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