

Anna V. Karwacki

Programmer and Artist

6280 Jane's Dr Sykesville, MD 21784

443.789.2630
avk9238@rit.com

linkin.com/in/annakarwacki
theninjarabbit.github.io

Skills

Computer Languages: C#, Javascript, C++, HTML, CSS, Java
Development Environments: Unity, Microsoft Visual Studio, Brackets
Artistic Environments: Photoshop, Illustrator, InDesign, Maya
2016/2017, Traditional 2D

Experience

Dig-It Games / Programming Intern

May 2016 - August 2016, Bethesda, MD

Development work for an upcoming web based educational game. Used Javascript, Pixi Engine, and Phaser Engine.

Interactive Games and Media / Lab Worker

August 2016 - December 2017, Rochester, NY

Opened and closed the labs. Ensured that students were using the facilities appropriately. Tutoring students if needed.

Interactive Games and Media / UI Designer and Artist

January 2017 - May 2017, Rochester, NY

Designed and created art assets for an educational medical game in partnership with the University of Rochester Medical Department.

Independent Project / Unity Programmer

42 hours, October 2017 Rochester, NY

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 Hero Jam game jam. C# and Unity used.

Independent Project / Mechanics Designer, Book Designer

August 2017 - December 2017 Rochester, NY

Five person team to create a unique tabletop RPG. A tech filled world with a unique dice and magic system. Published work on DriveThruRPG.com.

Education

Rochester Institute of Technology / Bachelor of Science

August 2014 - May 2018, Rochester, NY

Undergraduate in Game Design and Development.

GPA: 3.7/4.0

Awards

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

Dean's List for Spring Semester: 2016, 2017

Hero Jam Fall 2017 winner of Best Game.