Anna Victoria Karwacki

6280 Jane's Drive, Sykesville MD 21784 443-789-2630 avk9238@rit.edu

www.linkedin.com/in/annakarwacki https://theninjarabbit5.github.io/index.html

Skills

Computer Languages:

o 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 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 (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
- o 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

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