

Nancy Wang

1655 Nostrand Avenue #2F
Brooklyn, New York 11226
(646) 639-8599 | wangn@sunyit.edu

Education:

SUNY Polytechnic Institute, 2015—2019

Currently pursuing a Bachelor of Science degree in the Interactive Media & Game Design major with a concentration in Programming.

- GPA: 3.39, 3.67 in Major
- Dean's List, Spring 2016-Present

Game Development Experience:

Abra-Catdabra — *Arts and Assets*

- Metroidvania style game made in GameMaker 1.4.

Etticats — *Creator*

- Gamified Card Game, designed to teach Dolgeville students about Social Etiquette.

Bring Him Home — *Programming*

- Basic platformer game, created in Construct 2.

Work History:

Residential Life & Housing — *Residential Advisor* | August 2017—Present

- Assess and respond to the needs of residents on campus. Develop and implement programs to strengthen the community. Enforced residence hall policies and procedures.

iDTech Campus — *Instructor* | June—August 2017

- Instructed youth in the summer about game design, theory and development.

The Factory Times — *Lead Designer* | August 2016—Present

- Responsible for assembling school's magazine and assessing designer's works. Acted as a secondary leader figure for organization and organized ideas for future issues.

Residential Life & Housing Main Office — *Office Assistant* | August 2016—Present

- Managed office when Central Staff was unavailable. Answered inquiries, sensitive issues and concerns of students.

Skills:

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| • Proficient in Adobe Photoshop & InDesign | • Basic knowledge of Adobe Animate |
| • Basic knowledge of Java | • Proficient in Microsoft Suite |
| • Basic knowledge of Autodesk Maya | • Basic knowledge of C/C++ Language |
| | • Conversational Chinese |

References are available upon request