Emma Cross

Software Engineer, Game Programmer

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[Portfolio](https://awesomepow1.github.io/) • [LinkedIn](https://www.linkedin.com/in/emma-cross-07322022b)

SKILLS

* C (1 year classwork)
* C++ (1.5 years classwork)
* OpenGL (1 year classwork)
* Java (1 year classwork)
* Unity engine (familiarity)

EDUCATION

**DigiPen Institute of Technology, Redmond WA**

Expected Graduation April 2024

* Working towards a BS in Computer Science in Real-Time Interactive Simulation
* 3.567 cumulative GPA (as of December 2021)
* Designing and developing games with teams of students

ACADEMIC PROJECTS

COOPER’S CLEANUP, DigiPen Institute of Technology, August 2021 – April 2022

2D Collectathon Adventure (C++) - **Tech Lead, Graphics Programmer**

* Implemented graphics rendering and fog-of-war lighting effects using OpenGL
* Designed art pipeline to give non-programmers the ability to input meshes and textures
* Created dynamic menu system fully editable via JSON files and Lua scripting

HAIRAISER, DigiPen Institute of Technology, January – April 2021

2D Platformer (C) - **Gameplay & Tools Programmer**

* Built custom level editor fully usable in-engine
* Developed several features including wall, enemy, and decoration placement
* Assisted teammates in designing and iterating upon created levels