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Objective

To gain hands-on experience with user-experience research in a real-world scenario.

Education

Major in Games + Simulations, with minors in Computer Science and Interdisciplinary Studies.
Miami University, Oxford, Ohio, August 2019 - Present

Related Courses:

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|------------------------|--------------------------------|
| - Writing for Games | - Game Engine Scripting |
| - Advanced Game Design | - Independent Game Development |

Projects

- Wrote character backstories, detective journal entries, journal entries from side characters, and the overarching game story for the published school project game "Bloodcraftian".
- Created a "lore dossier" containing character descriptions, a historical record, and a description of the setting of the world, for a DnD module created for a class project.
- Produced four games journalism pieces for a class project, including formal and informal game reviews.
- Programmed the mechanics for attacks, defending, and status effects in published school project game "JWRPG".

Related Skills

Programming skills in Java, C#, C++, and SQL.

Have used Visual Studio Code and Eclipse for programming, and Maya for 3D Modelling.

Certifications

Data Analytics Awareness, Center for Analytics and Data Awareness at Miami University, June 2020

Introduction to C# and Unity, Coursera, August 2020

Introduction to Virtual Reality, Coursera, July 2020

Artificial Intelligence Foundations Specialist, Coursera, November 2019