

Olivia Lewis

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Portfolio: <http://cursedmushroom.github.io/CursedMushroom-portfolio/>

Github: <https://github.com/CursedMushroom>

Looking for a CO-OP/Internship or job to gain practical experience in my field of study. A highly motivated individual with experience working with HTML, CSS, JavaScript, and React. Have demonstrated abilities to work within a team in a fast-paced environment and meet deadlines.

Education

Rochester Institute of Technology, Rochester, NY

Bachelor of Science, New Media Interactive Development

Expected Summer 2025

Honors Cum Laude | Deans List 2021-2024

Skills

- Web Development & Programming: JavaScript, HTML, CSS, React, Node.js, Git, C#, Bootstrap, Flexbox/Grid
- Game Development: Unity, Unreal Engine, Maya
- Design & Creative Tools: Adobe Illustrator, Adobe Photoshop, Clip Studio Paint, Graphic Design, UI/UX Principles, Figma
- Collaboration & Leadership: Working with team members, Team-leading, Agile Methodologies, Trello, Remote Team Coordination, Mentoring

Projects

Cocoon - *Imagine RIT Exhibitor, Developer*

January - May 2024

- Developed interactive Unity environment with physical computing integration using Arduino
- Implemented user interactions allowing manipulation of the virtual environment through physical objects
- Collaborated on creating surreal, weird, dreamlike atmosphere within the virtual space
- Utilized Unity and Arduino technologies for immersive user experiences
- Ensured seamless integration of virtual and physical elements for cohesive interaction
- Conducted thorough testing and debugging to optimize performance
- Contributed to creative direction and concept development

(De)Composing - *UI & Menu Designer, UI programmer*

August - December 2023

- Created visually appealing and intuitive user interfaces for the game, focusing on user experience and aesthetics.

- Designed and mocked up menus, including main menus, in-game menus, settings, and HUD elements.
- Developed and implemented UI systems and functionality, making menus interactive and user-friendly.
- Iteratively fine-tuned UI elements to optimize accessibility and user satisfaction.
- Prioritized user feedback to make data-driven decisions for menu improvements.

Hour of Code -Teacher

2018 + 2019

- Created and delivered a one-hour introduction to computer science for elementary and middle school students by developing a lesson plan and materials with interactive and creative elements
- Provided personalized guidance and support during classes, and provided additional support for students requiring it
- Adapted teaching methods and materials to meet individual student needs

Experience

Brick City Café, Rochester, NY -Student Manager

March 2021 - December 2023

- Delegated tasks, and offered guidance and feedback to team members.
- Trained and supervised staff, fostering leadership and mentoring skills.
- Delivered exceptional customer service and resolved complaints, enhancing communication and interpersonal abilities.
- Interacted with customers, promptly and effectively resolving their concerns to meet their needs.