
Olivia Lewis

Graduate of Rochester Institute of Technology in New Media Interactive Development, looking for a CO-OP/Internship 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.

Portfolio:cursedmushroom.github.io/CursedMushroom-portfolio/
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EDUCATION

Rochester Institute of Technology, Rochester, NY —Bachelor of Science, New Media Interactive Development

May 2024

Cum Laude

Deans List 2021–2024

EXPERIENCE

Brick City Café, 8 Lomb Memorial Dr, Rochester, 14623 –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.

PROJECTS

Cocoon –Imagine RIT Exhibitor, Developer

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 a 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

2023

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

SKILLS

JavaScript, HTML, CSS, React, Node.js, and, C#

Adobe Illustrator and Adobe Photoshop.

Unity, Unreal Engine 5

Maya

Balsamiq, Axure RP 9

Clip Studio Paint.

Graphic Design and UI/UX principles.

Working with team members, and team-leading.

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- 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

CLASSES

Experience Design for Games & Media

- - Exploration of the psychology of user experience
- - Emphasis on fundamental design principles for interfaces and interactions
- - Proficiency in using a range of design tools, including sketchbooks and prototyping software
- - Expertise in designing and redesigning user experiences
- - Comprehensive understanding of the core principles of UI/UX design

Rich Media Web App Development I.

- - Practical application of programming languages: HTML, CSS, and JavaScript
- - Development of websites and interactive projects
- - Publishing web projects to the internet
- - Design and development of media-rich web applications
- - Utilization of static and procedurally manipulated media, including text, images, and audio
- - Exploration of framework characteristics, information management, presentation, interactivity, persistence, and data binding.