Emily Sillars

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EDUCATION

Columbia University   New York, NY
MS in Computer Science   Expected Dec 2022
- Software Systems Track

New York University: Tandon School of Engineering   Brooklyn, NY
B.S. in Computer Science, Minor in Game Design   Jan 2021
- Graduated Magna Cum Laude, recipient of the Josh Goldfaden Award and Founders Day Award
- Courses: Unix Programming, Compiler Design and Construction, Design and Implementation of Programming Languages

The Center for Cartoon Studies   White River Junction, VT
One Year Certificate   May 2016
- A program centered on all aspects of creation and dissemination of comics, graphic novels and other visual narrative forms
- Transformed art into a finished reading format using digital and traditional drafting techniques, screen printing, hand book construction, and Adobe Creative Suite programs
- Created six self-published works, four individual and two anthology comics projects

PROFESSIONAL EXPERIENCE

Geopipe   New York, NY
Unity Development Intern   Jun 2020 - Aug 2020
- Resolved three bugs in Geopipe's Unity plug-in and expanded documentation on its functionality
- Developed a 3D game demo featuring Geopipe's 3D city models using Unity with C#
- Communicated with supervisor clearly over slack message and video call, defined SMART goals and presented progress to a ten person team at weekly stand-up meetings

ACADEMIC EXPERIENCE

New York University: Tandon School of Engineering   Brooklyn, NY
Senior Design Project: Worm Video Game   Jan 2020 - May 2020
- Designed and programmed a claymation animated platformer video game using Adobe Photoshop and Unity with C#
- Reported weekly to project supervisor on progress, design choices, and next steps
- Released playable version online, allowing players to navigate a worm through five levels of a hand-drawn, notebook-esque world and to befriend a clay man!

Head Teaching Assistant: Introduction to Operating Systems   Sep 2020 - Dec 2020
- Planned and lead weekly recitation activities on C programming and Operating Systems concepts
- Trained two other TAs by encouraging participation in recitation planning and delegating presentation tasks
- Created and organized grading rubrics and answer keys for all five assignments
- Managed homework grading by distributing grading guidelines to six fellow TAs, establishing deadlines, and clarifying grading related questions for each assignment

Teaching Assistant: Introduction to Operating Systems   Sep 2019 - May 2020
- Clarified homework questions and lecture concepts in a one-on-one setting with students during weekly office hours
- Communicated with over a hundred students over email and course forum boards to resolve homework and lecture questions
- Conducted review sessions and weekly recitations along with fellow teaching assistants

SKILLS

- Programming: C, C++, Unity Game Engine, C#, Java, Haskell
- Web Development: HTML, CSS, Javascript, JQuery
- Graphic Design: Adobe Photoshop, Adobe InDesign, Adobe Illustrator