Emily Sillars

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Education:

NYU Tandon School of Engineering   Fall 2020
Bachelor of Science, Computer Science

NYU Tisch School of the Arts   Spring 2017
Minor, Game Design

Relevant Coursework: Software Engineering, Introduction to Game Programming, Design and Implementation of Programming Languages

Cumulative GPA 3.79

The Center for Cartoon Studies   Spring 2016
One Year Certificate

- A program centering on all aspects of the creation and dissemination of comics, graphic novels and other visual narrative forms.
- Worked in digital and traditional drafting techniques, screen printing, hand book construction, and used Adobe Creative Suite programs to transform art into a finished reading format.
- Completed six self-published works.

Projects:

Dog (2D platformer video game for PC)   Fall 2019
- Designed a video game for players to explore a dark meadow as a little dog.
- Animated, designed, and drew all graphics
- Programmed in C++ using OpenGL and SDL library

Sandwich Simulator (Educational Game for C programmers   Summer 2018
- Designed an ASCII graphics sandwich to model for players the difference in size between bytes (8 bits), nybbles (4 bits) and crumbs (2 bits).
- Motivated players to experiment by "eating" the ASCII sandwich bit by bit (or byte by byte or crumb by crumb) to expand their learning.
- Programmed in C and playable in command line.

Bambara Beans Secret Message Writer (Standalone Application for Mac and PC)   Summer 2017
- Designed an application for encrypting plain text messages into a cipher of numbers and dashes.
- Created a "boss key" users can press to disguise the application as a harmless bean-counting video game for extra security
- Programmed in C# with Unity

Employment:

Teaching Assistant - Introduction to Operating System   Fall 2019 - Spring 2020
- Works one on one with students during weekly office hours to clarify homework questions and lecture concepts
- Communicates with students over email and course forum boards to resolve homework and lecture questions
- Leads review sessions along with fellow teaching assistants to prepare students for their exams

Technical Skills:
- Programming Languages: C, C++, Java, Haskell
- Game Programming: Unity in C#, C++ with OpenGL and SDL Library
- Web Development: HTML, CSS, Javascript and JQuery
- Graphic Design: Adobe Photoshop, Adobe InDesign, Adobe Illustrator