

Emily Sillars

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EDUCATION:

NYU Tandon School of Engineering

January 2021

Bachelor of Science, Computer Science

Cumulative GPA 3.78

NYU Tisch School of the Arts

Spring 2017

Minor, Game Design

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

The Williston Northampton School

Spring 2015

High School Diploma

EMPLOYMENT:

Head Teaching Assistant - Introduction to Operating Systems

Fall 2020

- Plans and leads weekly recitation activities and exam review sessions
- Trains other TAs by involving them in the recitation activity planning, and giving them opportunities to lead parts of the activity during recitation
- Creates and organizes grading rubrics and answer keys for assignments
- Manages homework grading by distributing grading guidelines to fellow TAs, establishing deadlines, and clarifying any grading related questions.

Teaching Assistant - Introduction to Operating Systems

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

Unity Development Intern - Geopipe, Inc.

Summer 2020

- Resolves bugs in Geopipe's Unity plug-in and expands documentation on its functionality
- Develops a 3D game demo featuring Geopipe's 3D city models
- Communicates with supervisor clearly and effectively over slack message and video call
- Defines SMART goals and presents progress to the team at weekly stand-up meetings

EXTRACURRICULARS:

Club President - NYU Comic Book League

Fall 2017 - Spring 2018

- Organized and led weekly club meetings and cartooning activities
- Designed, edited, and prepared two publications of student work:
 - *Spooky Feast Halloween Zine*, October, 2017
 - *Spring Comics*, May, 2018

ACADEMIC HONORS:

Dean's List for Academic Year

2019 - 2020

<i>Dean's List for Academic Year</i>	2018 - 2019
<ul style="list-style-type: none"> • NYU Tandon School of Engineering 	
<i>Dean's List for Fall Term</i>	2017
<ul style="list-style-type: none"> • NYU Gallatin School of Individualized Study 	
<i>Dean's List for Academic Year</i>	2016 - 2017
<ul style="list-style-type: none"> • NYU Tisch School of the Arts 	
<i>Josh Goldfaden Award</i>	July, 2017
<ul style="list-style-type: none"> • NYU Expository Writing Program 	
<i>Cum Laude National Honor Society</i>	May, 2015
<ul style="list-style-type: none"> • The Williston Northampton High School 	
<i>Chester Monroe Merrick '65 Memorial Prize</i>	May, 2015
<ul style="list-style-type: none"> • Most outstanding senior who contributed in technical areas to the excellence of theater at The Williston Northampton School 	
<i>Academic Honor Roll</i>	2012 - 2015
<ul style="list-style-type: none"> • The Williston Northampton School 	

SENIOR DESIGN PROJECT:

<i>Worm Videogame</i>	Spring 2020
<ul style="list-style-type: none"> • Works independently on the design and programming of a claymation animated platformer video game • Reports weekly to project supervisor on progress, design choices, and next steps • Player plays as a worm exploring a hand-drawn, notebook-esque world and befriends a clay man 	

DIGITAL WORKS:

<i>DOG</i> - 2D Platformer Video Game for PC	2019
<i>Sandwich Simulator</i> - Command Line Game for C Programmers	2019
<i>Bambara Beans Secret Message Encoder</i> - Application for Mac and PC	2017

COMICS:

<i>Girl and Creature</i>	2016
<i>The Man and his Extremely Unlucky Apricot</i>	2016
<i>Owl and Grasshopper</i>	2016
<i>Pigz-Fly</i>	2016
<i>Hemisphome: The F.N.S.</i>	2013
<i>MOE Buttonz Papercrafts</i>	2013

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
- Office Tools: Microsoft Word, Microsoft Excel, Microsoft Powerpoint
- Graphic Design: Adobe Photoshop, Adobe InDesign, Adobe Illustrator

PORTFOLIO LINKS:

[Comics](#) | [Programming](#)