Lauren Puglise

Game Design and Development Student

Passionate game development student with several years of coding experience with multiple languages and tools.

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📍 Colorado Springs, United States

in linkedin.com/in/lauren-puglise

SKILLS

Java   C#   Unity

CSS   HTML

MySQL   SQL

Programming

Mathematics

Leadership

Organization

Adobe Illustrator CC

Graphic Design

Vector Graphics Design

EDUCATION

Game Design and Development
Rochester Institute of Technology

08/2018 – Present

Courses

- Interactive Media Development
- Introduction to Game Web Technology
- Discrete Mathematics
- 3D Animation and Asset Production
- Game Development And Algorithmic Problem Solving 1 and 2
- Mathematics of Graphical Simulation 1
- Project-Based Calculus 2
- 2D Animation and Asset Production

ORGANIZATIONS

Rocky Mountain Robotics FiIRST Robotic Competition Team 662 (08/2014 – 05/2018)
Programming Department Vice President, Chief Software Architect, Programming Team Member

CERTIFICATES

Java Foundations Certified Junior Associates (06/2017 – Present)
Demonstration of understanding of the fundamentals of Java programming.

Adobe Certified Associate in Adobe Illustrator (12/2017 – Present)
Validation of skill in Adobe Illustrator CC.

PERSONAL PROJECTS

Descent RPG (Working Title) (07/2019 – Present)
- Top-Down turn-based RPG with mechanics similar to Wargroove or Fire Emblem

Alien Breeder (08/2017 – 05/2018)
- A text-based game with mechanics styled after the mobile game "Pocket Frogs" by Nimblebit

ACHIEVEMENTS

Patrick Niedringhaus Scholarship (05/2018)
Rocky Mountain Robotics highest award, given for upholding the team's motto, "Climb as high as you can dream."