

Audrey Main

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EDUCATION

Rochester Institute of Technology

Bachelor of Science, Game Design and Development

GPA: 3.67

Rochester NY

Expected graduation May 2023

Relevant Courses:

- Interactive Media Development (C#, Unity)
- Game Development and Algebra Problem Solving I & II (C#)
- Rich Media and Web App Development (HTML, CSS, JavaScript)
- Data Structures and Algorithms I & II (C++)
- Discrete Mathematics
- Mathematics of Graphical Simulations (Linear Algebra)

SKILLS

Programming languages: C#, C++, Java, HTML, CSS, JavaScript. Python

Software: Visual Studio, Adobe Photoshop, Adobe Lightroom, Unity, Unreal Engine 4, Maya

PROJECTS

Error 404: Computer Not Found

February 2020 – May 2020

- Collaborated in a team of 4 students to create a platformer developed in Visual Studio 2019 using C# and the MonoGame pipeline
- Managed code to implement player movement and animation; running, jumping
- Designed UI and menu screens using Adobe Photoshop

Studio Ghibli Catalog

November 2020

- Created a JavaScript driven web application that utilized the Studio Ghibli API
- The catalog allows users to search any and all movies created by Studio Ghibli
- Wrote sorting algorithms to handle searches and filters

The Bees' Keepers

March 2021 – May 2021

- Collaborated in a team of 5 students to create an analog game
- Developed and produced visual style and design
- Assisted developing, adjusting, and correcting player ruleset

WORK EXPERIENCE

Macy's

November 2018 – August 2019

Shipping/Receiving Associate

Colonie, NY

- Packaged shipments for online orders
- Reorganized storage areas to maximize the efficiency of materials movements and minimize the labor required, saving valuable time
- Unloaded received stock and prepared it for placement on the sales floor

MITRE

May 2021 – August 2021

Data Science Intern

Remote

- Designed and developed a game modeled after a 1D defense scenario
- Implemented a q-learning algorithm to optimize outcomes from the game
- Did research into the real-life applications of ML/AI in defense situations

MITRE

May 2022 – August 2022

Data Science Intern

Remote

- Worked with machine learning models
- Created and adjusted various scripts to run a model and track data from the runs
- Implemented a logging API to be used with AFSIM to log specific data from runs