Iris Currie

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Oxford, Ohio
Portfolio: https://irislc.github.io/Portfolio-Website/
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Summary

A responsible and conscientious game designer/programmer, currently studying at Miami University, looking for a job in the Video Game Industry.

Education

Talawanda High School   Magna cum laude honors diploma awarded May, 2022

Miami University Honors College
Games & Simulation Major
Computer Science Minor   Expected graduation May, 2027

Experience

Talawanda Oxford Pantry & Social Services, food delivery driver   May, 2020 – December 2023
Oxford, OH

Spring Street Treats, cashier and customer service   March – September, 2021
Oxford, OH
Waited on customers, prepared food, and ran the cash register at this local soft serve ice cream shop.

Pet-sitting and house-sitting   2020 - Present
Oxford and Cincinnati, OH
References available upon request.

Kroger's Grocery Pickup clerk   Winter 2022
Oxford, OH

MakeTank intern   Summer 2024
Oxford, OH
Worked as an intern for the non-profit Maketank Inc., during which time I edited together 16 of their Illustrated Memoirs using Adobe InDesign to create "The Illustrated Memoir Project Anthology Vol.1". Additionally did small amounts of work on the organization's website, including advising changes. Also worked on the redesign of their logo (not yet in effect).

Independent game development   2023 - Present

Experience working in Unity to create games (all personal works currently unpublished).
Experience working in Unity with a team for class assignments (Will have 2 published games by Summer 2025)

Skills

- Attention to detail
- Strong math and communication skills
- Prompt and courteous
- Experience with Object Oriented Programming using Java & C#
- Ability to Build websites with html, css, and javascript
- Familiar with usage of Unity & Unreal Engine 5 game engines
- Familiarity with Blender and Maya to create 3D Models