Kathleen Tigue

Email: tiguek@gmail.com   **Website:** kathleentigue.com   **Phone:** (516) 303 - 6026   **Location:** Austin, TX

Technical Skills

Languages: C++/OpenGL, Javascript / Canvas / WebGL, C#, PHP, Ruby, Cucumber, Python, HTML / CSS
Software: Unity, Visual Studio, Sublime Text, Unreal 4, VIM, Photoshop CS6
Productivity Applications: GitHub, Perforce, Slack, Trello, JIRA, Office/Drive Suites
Project Management Methodologies: Agile-Scrum, Kanban, Waterfall

Employment

Denius-Sams Gaming Academy   Sep 2015 - Current

A post graduate program where students learn how to be successful leaders and managers in the games industry while working on an unannounced project. Work daily with Warren Spector and other industry leaders to learn about creating great games and teams. One of the twenty people selected for this leadership training program, with a personal focus on programming and production.

MAGIC Spell Studios, *Associate Producer*   Sep 2014 - May 2015

Led meetings, timelines, managed the GitHub repository as the Build Master, and reported up to the advisors and sponsors. Used agile-scrum methodologies. Created and presented pitches to industry contacts, as well as manned our booth at GDC 2015. Released Splattershmup on Windows store an various other platforms. Can be found at splattershmup.rit.edu

Electronic Gaming Federation (EGF), *Web Engineer & eSports Analyst*   May 2015 - Sep 2015

Developed Drupal websites for EGF as well as researched and organized information and statistics for casters and viewers. Visit media.egfederation.com to see my work. Wrote custom modules in PHP for this website.

Humans vs Zombies at RIT, *President & Game Designer*   Sep 2013 - May 2015

Worked as the President to organize the week long. week long game of Nerf tag on RIT campus with over 900 active players in Fall 2014. Created and balanced game missions and objectives. Created and developed the Website, Andriod and Apple applications. hvz.rit.edu

iD Tech Camps, *Lead Instructor*, Los Angeles , CA   Summer 2013, Summer 2014

Taught students between the ages of 8-17 how to write code, create 3D models, and design levels. Was the Lead Instructor at the largest iD Tech Camp, helping 20 other young instructors teach their students. Each instructor had 8 students that changed out every week.

Rochester Institute of Technology, *Web Development Intern & QA Analyst*, Rochester, NY   Aug 2013 - Aug 2014

Worked as a Drupal web developer at my college, working on the web applications team to help develop and deploy web applications. Wrote custom Drupal modules to help faculty understand Drupal's interface. Also managed incoming support tickets relating to the web environment, and creating solutions to these bugs.

Education

Rochester Institute of Technology
BSc Game Design and Development 2015
Specializations in Music and Free and Open Source Software

University of Texas at Austin - Denius-Sams Gaming Academy
Video Game Management 2016

Awards

Most Spirited Sigma, *Sigma Sigma Sigma - Epsilon Psi*   Apr 2015
After already receiving it the past 7 semesters in a row.

Blank Arcade: Games, *Digital Games Research Association Conference 2015*   May 2015

Women in Gaming Scholarship, *Microsoft*   Mar 2015

Indie Games 2015 Exhibit, *Smithsonian American Art Exhibit*   Nov 2015
Splattershmup will be in the Smithsonian in January 2016

Activities

Sigma Sigma Sigma - Epsilon Psi, Hackathon Hacker, Craft beer enthusiast, eSports Fan (Team Liquid!). FOSS lover