Kathleen Ann Tigue

katie@mail.rit.edu | 516 303 6026 | Rochester, NY

Skills

Languages (in order of familiarity) - C++/OpenGL, C#, Javascript (Canvas, WebGL), Python,MySQL, Ruby, HTML5/CSS, PHP, Java

Software - Maya, VisualStudio 2010/2012/2013, Github, Photoshop CS6, Sublime Text 3, Unity, Unreal Engine 4, UDK, JIRA, Trello, Cucumber, Qt

APIs - Drupal 6&7, WordPress, Node.js, Ruby on Rails, XNA

Work Experience

RIT Enterprise Web Applications - Web Engineer - Rochester, NY

September 2013 - Present

- Developed enterprise level applications such as eServices, TigerCenter and Dining Express.
- Created Drupal web pages and modules for the RIT community.
- Answered trouble tickets about RIT Web Applications.

iD Tech Camps - Lead Instructor - UCLA

Summer 2013 and Summer 2014

- Instructed students between the ages of 8-17 in Game Design, 3D Modelling and basic programming.
- Lead Instructor for the second season, helped managed a team of 20 instructors, administered medications to campers every week, and provided technical support for the team.

MAGIC Spell Studios - Associate Producer - Rochester, NY

September 2014 - Present

- Manage a team of 15 students to create an unannounced game for MAGIC.
- Unity project. Using Github, Trello and Google Drive to manage students.

Grader / Teachers Assistant - RIT - Rochester, NY McDonald's - Manager - Plainview, NY September 2012 - Present June 2008 - May 2014

Projects

Humans vs Zombies - President - hvz.rit.edu

- Managed a team of 30 student volunteers to run a game of Humans vs Zombies with 900 participants.
- Organized the events, the mission details, meetings with Campus Police and balanced the game.
- Developed the website, hvz.rit.edu.

eServices - www.rit.edu/eservices

- Developed an enterprise level application for RIT students and their parents.
- Created a custom Drupal module so that staff could easily update Drupal content.

Splattershmup - Associate Producer

- A shoot-em'-up game in Unity, the player leaves behind a trail of paint as they're playing the game.
- Creating Jackson Pollock styled paintings.
- Managed a team of 15 students.

Activities - Student Ambassador for RIT, Sigma Sigma - Epsilon Psi, Humans vs Zombies - President, Student Government - GCCIS Senator, New Student Orientation Assistant, Microsoft Student Partner.

Education- Rochester Institute of Technology - BSc Game Design and Development - Graduation - May 2015