

Kaitlyn (Katy) Mollenkopf

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Rochester, NY (from Denver, CO)

<https://katy-m.github.io/portfolio/> | <https://linkedin.com/in/kmollenkopf/>

Objective:

Seeking an internship or cooperative education position utilizing my skills in game design or development.

Education:

Rochester Institute of Technology

Rochester, NY

Bachelor of Science in Game Design and Development

Expected graduation date: August 2020

GPA: 3.63

Recipient: Dean's List fall 2016, spring 2017, fall 2017, spring 2018, fall 2018, and spring 2019

Skills:

Industry Knowledge: Scrum, Test-Driven Development (TDD)

Programming: JavaScript (ES6 and React), C++, C#, HTML/CSS, Golang (Go), GraphQL

Software: Unity, Adobe Photoshop, Autodesk Maya, Level Editors (Creation Kit, Far Cry Arcade), Microsoft Office

Highlighted Projects:

Dresden Files: The Beast

November - December 2018

- Team project with four other people as part of a class in Unity 3D
- Responsible for laying out and implementing the graybox for this first-person point-and-click game
- Assisted with the UI

Mad Monster Ring

January – May 2018

- Assumed role of team leader in a group of five people to design and fully develop a card game for a class
- Semester-long project - set teamwide goals and deadlines for creating/testing the game and handled subdivision of work

Work Experience:

NeuroTechnology Exploration Team (NXT)

Rochester, NY

Researcher – Game Project

March 2019 - Current

- C++ gameplay programmer – responsible for programming AI behaviors and gameplay
- Developing an EEG/EMG-compatible, cross-platform game with a small team

Target Corporation

Minneapolis, MN

Software Engineering Intern

June – August 2019

- Integrated onto a team as a full-stack developer for **GoAlert**, an open-source, on-call notification and scheduling application
- Utilized JavaScript, React.js, SQL, Golang, GraphQL, automated testing, and Scrum practices to work with the team in achieving product goals in a timely and organized manner
- Completed tasks for team sprints, including adding favoriting functionality to schedules, two-step verification for new contact methods, and frontend/backend support for automated “heartbeat” monitors on services
- Closely communicated with the development team and often collaborated with them on tasks allocated for a given sprint
- Performed thorough code reviews and provided constructive feedback during team meetings/sprint planning
- Engaged in the team’s commitment to learning, spending one day per workweek expanding my knowledge on applicable industry or software topics, including Test-Driven Development and Machine Learning

Serenity Forge

Boulder, CO

Programming Intern

August 2018

- Assisted in programming the UI and Audio for **The King’s Bird** in Unity 2D

Extracurricular (Volunteer work on LinkedIn):

RIT Aikido Club

Rochester, NY

President

August 2018 - Current

- Demonstrates Aikido techniques with e-board members to teach newer members and answers questions
- Ensures safe practice at meetings – registered safety officer