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 for summer 2020

Education:

Rochester Institute of Technology   Rochester, NY
Bachelor of Science in Game Design and Development   Expected graduation date: August 2020
GPA: 3.69
Recipient: Dean's List fall 2016, spring 2017, fall 2017, spring 2018, fall 2018, and spring 2019

Skills:
Software: Unreal Engine (learning), Unity, Adobe Photoshop, Level Editors (Creation Kit, Far Cry Arcade), Microsoft Office
Industry Knowledge: Scrum, Test-Driven Development (TDD), Source Control (Git)
Programming: C++, JavaScript (ES6 and React), C#, HTML/CSS

Highlighted Projects (more on portfolio site):

Dresden Files: The Beast   November - December 2018
- Team project with four other people as part of a class in Unity 3D
- Responsible for prototyping 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 – Think Fast (Game Project)   April 2019 - Current
- C++ gameplay programmer – responsible for programming AI behaviors and gameplay
- Working to develop an EEG/EMG-compatible, cross-platform racing 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
- Demonstrate Aikido techniques with e-board members to teach newer members and answer questions
- Ensure safe practice at meetings – registered safety officer