# Kayleigh East

**Portfolio:** https://people.rit.edu/kle4382/portfolio

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## Skills

**Languages:** C#, C++, JavaScript, Lua, HTML, CSS
**Software:** Unity, Visual Studio, Unreal Engine 4, Construct 2, React JS, GIT, Photoshop, Adobe Xd, Maya

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## Education

August 2018 - Dec 2021     Rochester, NY

**Game Design and Development, Bachelor of Science** – *Rochester Institute of Technology*

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## Experiences

May-Current

**Game Design Intern, Rocksmith+** – *Ubisoft San Francisco– Remote*
- Visual scripting, prototyping, and game design experience on Rocksmith+.

Oct-Dec 2020

**Womxn Develop at Ubisoft Game Design Mentorship** – *Remote, Winner*
- Mentees complete and design an operator concept for Rainbow Six Siege.

Aug-Dec 2020

**MAGIC Maker Prototyping Program** – *Magic Spell Studios– Rochester NY*
- Creative director, programmer, and designer for an action-adventure game made in **Unity**.
- Project: **https://uprootedgame.carrd.co**

May-August 2019

**Software Development Intern** – *ANDRO Computational Solutions– Rome NY*
- Used **JavaScript** and **React JS** to help develop radio spectrum mapping tools.

July-August 2016 - 2017

**Game Design and Development Intern** – *Suny Polytechnic– Utica NY*
- 2017
  - Programmed the Microsoft Hololens using the **Unity** game engine and **C#**.
  - Project: **portfolium.com/r/entry/1056893**

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## Extracurriculars

Aug 2020 - Current

**UpRooted** – *Independently lead project, featured in the Maker Program*
- Creative director, programmer, and designer working in **Unity** and leading a team of eleven
- Project: **https://uprootedgame.carrd.co**

2020

**WiC Hacks** – *Winner of the Women and Gender Hack in an all-women hackathon*
- Did front-end development on a site intended to help girls find their passion in STEAM. Project: **https://devpost.com/software/rosie**

2018-Present

**RIT Game Dev Club** – *Event Coordinator – Hosts weekly presentations related to game design*
- Attended a game jam, designing a game in 24 hours. In charge of game design, art, writing, and level design, using Unity2D. Project: **portfolium.com/r/entry/1048430**

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## Projects  *https://people.rit.edu/kle4382/portfolio*
- Showcases game and level design projects.