

Leah Blasczyk

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Education:

University of Wisconsin Whitewater - May 2021

Bachelor of Science – **Triple Major**

Media Arts and Game Development | Pure Mathematics | Computer Science

Overall GPA: 3.917

Work Experience:

9/2019–5/2021 | University Lab Monitor

Center of the Arts - Whitewater, WI

- Educated students on machinery in the lab, such as the 3D printer or laser cutter.
- Tutored students online or in-person on MAGD coursework.

7/2019 & 7/2020 | Camp Counselor

Whitewater Game Development Camp - Whitewater, WI

- Educated high schoolers on the basics of Unity and C#.
- Helped campers create finished games within a week.
 - Camp in 2020 was run in four sessions all held remotely through Discord.

Relevant Projects:

4/2020–6/2020 | Escape from Valhalla - Lead Programmer, UI Programmer

Study Abroad Project with HAN, Whitewater, WI

- Worked remotely with thirty students from UW-Whitewater and HAN University – Netherlands.
- Led team of programmers using SCRUM.
 - [*Final product archive link*](#)

4/2019–10/2019 | Cosmic Conflict - Programmer

Game Jam/Freelance Project, Expo Submission

- Created an endless tower defense game in 48 hours.
- Revamped gameplay for mobile and launched game on app stores.
 - *This game can be found on the [Google Play](#) store and the [Apple App](#) store.*

Awards:

- Awarded **Best Student in MAGD** major at UW-Whitewater – [Video Link](#) (2021)
- Dean's List (Semesterly, 2017 – 2021)
- Awarded **Best in Show** at online MAGD Expo for [Split](#) (2020) and [End of the Party](#) (2021)
- Awarded **Runner-Up** at MAGD Expo for [Papersaurus](#) (2019)