

# 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

Current GPA: 3.907

## Work Experience:

9/2019–5/2020 | **Game Developer Intern**

*Digital Media Lab, Whitewater, WI*

- Created educational games and modules for local companies or freelancing.
- Promoted our services to other companies.
- Learned to work in a professional game development environment.

7/2019 & 7/2020 | **Camp Counselor**

*Whitewater Game Development Camp, Whitewater, WI*

- Taught high schoolers 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.

11/2018–2/2019 | **We Give Our Consent Student Worker**

*Research Apprenticeship Program, Whitewater, WI*

- Created laser-cut masks and other decorative elements of We Give Our Consent showcase.
- Presented the work of our professors during the event, such as games and examples of internet security.

## 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.
  - *Final product:* <https://escapefromvalhalla.com/>

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 store*

## Awards:

- Awarded College Excellence Scholarship, Annually (2017 – 2020)
- Awarded Runner-Up at MAGD Expo for Papersaurus (2019)
- Awarded Best in Show at online MAGD Expo for Split (2020)