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: 3.913

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 App 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)