# Kathryn M Roy

**OBJECTIVE** A co-op or internship for the summer of 2018.

**EDUCATION** Rochester Institute of Technology, Rochester, NY

**2016-2020** GPA: 3.51

Bachelor of Science, Video Game Design and Development, May 2020

Dean's List - Golisano College of Computing and Information Sciences

Fall 2016, Spring 2017

COMPUTER SKILLS Languages: C#, C++, Python, Java Game Development Software: Unity 5.x 3D Modeling Software: Autodesk Maya 2017

**PROJECTS** 

## Gumio Game (C# Monogame)

2017

A 2D platformer about a chewed piece of gum that jumps on and over platforms to reach the end of the level. In this group project, my role as team-lead involved delegation of tasks, keeping track of team goals and milestones, and collaboration in planning, writing, and debugging code and documentation.

## Palindromic Summation(Java)

2015

A Java console application that finds a series of numbers whose base 10 and binary representations are palindromic. Solo project.

## Base Converter (Java)

2015

A solo project in which I created a Java console application that converts numbers between bases.

WORK EXPERIENCE

#### Ctrl Alt DELi

Fall 2016-Present

Student Employee

Rochester, NY

Cashiering, make-to-order food preparation, grab-and-go food preparation

Panera Bread

Fall 2015-Present

Associate Trainer

Webster, NY

Training new associates in cashiering, food preparation, barista, and table-bussing

### Webster Public Library

Fall 2013-Spring 2015

Page

Webster, NY

Replaced items within the library, cleaned, and kept shelves organized.

## ACTIVITIES

## Computer Science House (organization)

Current Member

A special interest house at RIT which encourages group collaboration on technical projects and provides access and funds to develop those projects. resources, and more **Events**: Technical seminars, hackathons, coding competitions, tutoring

#### Other Interests/Activities

Muay Thai Kickboxing, RIT Pep Band: Flutist, Girl Scouts: Gold Award Recipient, Alpine Skiing, Longboarding, Camping