Alisa Prusa

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OBJECTIVE

To acquire a job as a Software Engineer and to grow and develop both as a professional and individual.

SKILLS

Operating Systems
- Windows XP-10, Mac OS X, Linux, UNIX, Android

Languages
- C#, C++, C, Java, Javascript, HTML5, CSS, JSON

Applications
- Unity5, Blender, Git, Microsoft Word, Excel, PowerPoint, Adobe Illustrator, Photoshop

WORK EXPERIENCE

Ebay inc.-Intern in Research Labs: **August 2013**
- Worked with four peers creating an Eco-friendly interactive map.
- Presented at eBay's SkunkWorks to various eBay and eBay partner's employees.
- Programed in HTML5, CSS, Javascript, JQuery, and used eBay API's.

PROJECTS

- Panopticon: **June 2016**
  - Authored with 11 peers a 3D, merged with 2D, survival style game which incorporates Twitch integration.
  - Configured the inventory and crafting system developed by parsing a JSON file.
  - Used SCRUM to balance responsibilities.
  - Artist collaborator managed 7 artists and coordinated with programmers.
- Spacepace: **November 2015**
  - Collaborated with two peers in assembling a minimalist rhythm based game released for iOS and Android devices.
  - Programmed in C# and Unity5 while source controlling through Git.
  - Created the menu pages for the player to cycle through options.
  - Developed our website using Bootstrap and hosted through Github pages.
- Cannibowl City: **March 2014**
  - Created with a partner, a 2D platformer web based game about cannibals.
  - Developed using HTML5 canvas, CSS, Javascript, and Brine.js game engine.
  - Programmed all aspects of player avatar including interactions with objects and NPCs, movement, as well as their health and hunger levels.
  - Built camera movement system which moves horizontally in sections based on the player's location.
  - Revamped two years later to make the code infrastructure more efficient.

EDUCATION

University of California Santa Cruz - Santa Cruz, CA: **June 2016**
- Bachelor B.S. - Computer Science: Computer Game Design