

# JOEY BISHOP

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## EDUCATION

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### Georgia Institute of Technology

Atlanta GA

*Bachelor of Science in Computational Media*

*Expected: Dec 2020*

- GPA: 3.66/ 4.0, Zell Miller GPA: 3.68/ 4.0
- Dean's List (Fall 2017 - Summer 2020)

## WORK EXPERIENCE

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### Essential Workers

*Front End Developer*

*Fall 2020*

- Maximizing user engagement and accessibility through UI design of browser-based game
- Collaborate on game design with team members

### Kids 4 Coding

*Camp Instructor*

*Summer 2019*

- Taught children various programming and robotics topics through hands-on activities
- Strengthened skills in communication, learning technology quickly, and problem solving

*Videographer*

- Filmed and edited a short promotion video for the program's robotics camp
- Developed creative solutions to convey meaning through imagery and minimal text

### Cedowin Productions

*Android App Developer*

*Summer 2019*

- Built Android version of existing iOS mobile app "AweVenture"
- Strengthened skills in Java, as well as self-teaching much of the Android app library

## PROJECTS

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### Princess Duchess's Excellent Adventure

*3D puzzle/ action platformer video game well received for fun, interactivity, and design*

- Worked in a close group environment with a lot of collaboration and communication
- Designed levels, created narrative and user interface, and programmed multiple objects and interactions in Unity

### Plato Brand Design and Guidelines

- Designed for "Plato", a speculative virtual reality education company
- Strengthened skills in Illustrator, Photoshop, and creative thinking

## SKILLS

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### Programming Languages

*Java, C#, Python, JavaScript, HTML/ CSS*

### Software

*Unity, Final Cut Pro X, Photoshop, Illustrator*

## ACTIVITIES

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### BeeSnap

*BeeKeeperGO*

*Fall 2019 - Present*

- Building a mobile data collection application in Unity
- Working in a group based environment with collaborative tools, meetings, and presentations

### Georgia Tech Marching Band

*Libraries Lieutenant*

*Fall 2019 - Spring 2020*

- Prepare copious amounts of music and drill for the marching band
- Maintain inventory, collect payments, and organize folders effectively for efficient access

*Tau Beta Sigma*

*Fall 2018 - Spring 2020*

- Serve the Georgia Tech music program through various projects organized by the chapter
- Engage in activities in the Atlanta area to enrich the community with music