Nina Smith

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Education

Bachelor's| Expected Graduation May 2017 | University of Georgia
· Major: Computer Science
  GPA: 3.3

Technological skills

Programming Languages: C, C++, C#, Java, MIPS Assembly, HTML5/JS/CSS, Python, MySQL
Relevant Programs: Photoshop, Illustrator, After Effects, Autodesk Maya, Unity, Blender, MS Office Products

Skills/Abilities

Strong Communicator	Experienced working in team environment	Design Sense	Self Motivated
Active/Quick Learner	Experienced meeting strict deadlines	Creative	Detail Oriented

Experience

2017

SwampHacks - University of Florida

In a three person team I created a VR game called SwampHatch using the Oculus Rift and the new Oculus touch controls. Game design incorporated angular velocity to determine in-game character movement. All of the code was done in C# using Unity and all of the assets were created, hand-painted, and animated in Blender. (48 hours)

https://devpost.com/software/swamphatch

2016

HoloHacks - Open Competition in Atlanta

In a three person team I created an AR application called StickyGrams, a menu driven app utilizing animated figures displaying voice-activated messages visible to others on the network, using the Microsoft HoloLens. This event was sponsored by Microsoft and hosted by thyssenKrupp to advance the usage of their AR Glasses. All code was done in C# using Unity and all assets in Blender. Application placed runner up out of 25 submissions. (24 hours)

https://devpost.com/software/stickygrams

University of Georgia Hackathon

In a three person team I created VR game with the HTC Vive. We used an exercise bike and made a zombie-clown shooting game called World Tour Z. Code was done in C# using Unity and all assets made and animated in Blender. World Tour Z placed 3rd out of approximately 35 submissions. (48 hours)

https://devpost.com/software/world-tour-z

Kennesaw State University Game Jam

With the theme of "Beat" I competed in a four-person team in which we made a 3D VR (using Vive) Unity sailing game tentatively called Windward in which we made all of our assets and hand-painted them in Blender. Animations were done in Maya. We won in the VR section and were invited to present our game at Future X Live (VR Convention in Atlanta) (48 hours)

https://www.youtube.com/watch?v=2SlKIzcqewM

Athens Game Jam

With the theme of "Duplicates" I was the lead in a four-person team in which we made the 2D Unity endless runner "CopyCat" which we are in the process of publishing as a mobile app for both Andriod and IOS. All art was done in Illustrator and Photoshop, and the animation was done in After Effects. Won best art and second overall. (48 hours)

https://zaneev10.itch.io/copy-cat

Software Engineering Term Project Spring

Worked in a team throughout the semester to create a working website/database in which one could create, sign up for, schedule events, and more for fictional recreational sports teams using C++, HTML5/JS, MySQL, and an SVN for code management.

Multithreaded Download Accelerator

Worked with a partner to write a program that takes in user input of the URL of an object to be downloaded, and the number of parallel connections through which different parts of the object will be retrieved simultaneously using multiple threads of TCP connections. The downloaded parts are re-stitched at the end to compose the original file verified hash-checked security with md5sum.

Languages

English   French   Japanese