

# RAFAEL MOTA

New York, NY  
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## EDUCATION

### **New York University , Tisch School of the Arts**

New York, NY | September 2008– May 2016

Bachelor of Fine Arts in Game Design

Minor in Computer Science and Math

## EXPERIENCE

### **Computer Science Head, The Smith School**

New York, NY | September 2016 - PRESENT

- Instructed 6th–12th graders in Astrophysics and various fields of Computer Tech (Game Design, Digital Editing, Web Design).
- Facilitated after school extra curricular programs (Game Club, DnD, MTG, Anime Club).
- General tech responsibilities included:
  - managing the school website, routers, wifi, and printers
  - monitoring the school's servers and providing teachers with access to accounts
  - updating and providing assistance with mac, pc, and smartboard issues
  - preparing students and teachers for remote learning
  - recording and streaming live events

### **Instructor, Coder Dojo: Girls First Program**

New York, NY | May 2016 - 2017

- Educator for weekend courses in Unity and Blender for girls between 12–17 years old.

### **Assistant Instructor/ Game Design Consultant, American Museum of Natural History: #ScienceFTW Cuba**

New York, NY | September 2016 - 2017

- Assisted in teaching High School students about Cuban geography, endemic life, and culture.
- Acted as a consultant to help students design, iterate, and playtest a board game based on Cuba working in tandem with Game Designers at the museum.

### **Instructor, American Museum of Natural History: Science Alliance**

New York, NY | September 2014- 2020

- Taught middle school students in the field of Astrophysics.
- Facilitated Spanish Speaking courses for parents of students in various fields of science.

### **Instructor, Barnard College: STEP**

New York, NY | Summer 2010- 2020

- Facilitated extra curricular courses for 7th–12th grade students in the fields of Physics, Computer Science, and Game Design.

## PROGRAMS

C#, C++, CSS, Git,  
HTML, Java,  
Javascript, Python,  
SCRATCH, Twine,  
Unity2D/3D, Unreal 4

Adobe Photoshop/  
Premiere, Blender,  
GIMP, Google Docs/  
Sheets, MAYA, Sony  
Vegas Pro, Zoom

## SKILLS

Spanish Second  
Language

Tech Troubleshooting

Graphic Design

Mobile App  
Development

Public Speaking

Adaptability

Creativity

Teamwork

## INTERESTS

Digital Art, Theatre,  
Game Design,  
Gaming, Astronomy,  
Asian Pop–Culture,  
Piano, Tennis, Science  
Fiction