RAFAEL MOTA

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PORTFOLIO: https://nonplusgames.github.io/Portfolio/

EXPERIENCE

The Smith School, New York, NY — *Computer Science Head*

September 2016 - PRESENT

- Instructor for grades 6th - 12th in CS covering C# (Unity Game Dev), HTML/CSS, JavaScript, Java, and Python and included instructing how to make custom websites through GitHub pages.
- Managed the website and provided IT support by troubleshooting Windows /Mac OS's, wifi, printers, and smartboards.
- Doubled student productivity and accessibility by pitching and managing Computer Lab desktop upgrades and ensuring 1-to-1 purchasing of chromebooks for the student body.
- Evolved the way that the school remotely interacted with its stakeholders by providing training with Zoom, designing a new section for the website dedicated to bi-annual showcases, and managing live-streaming of events.

Coder Dojo: Girls First Program, New York, NY — *Instructor*

May 2016 - May 2017

- Educator for weekend courses in Unity (C#) for girls between 12-17 years old.

American Museum of Natural History: Science Alliance, New York, NY — *Instructor*

September 2014 - May 2020

- Instructed middle school students in Astrophysics using various tech to explore how scientists gather and process data.
- Facilitated Spanish Speaking courses for parents of students in various fields of science. This allowed the teachers to half the amount of repeated material as the students could go over their work at home.

EDUCATION

New York University: Tisch , New York, NY — *Bachelors*

September 2008 - May 2016

Bachelor of Fine Arts in Game Design

Minor in Computer Science and Math

SKILLS

Java
C#
HTML/CSS
JavaScript (jQuery)
SQL
Git

TOOLS

VSCode
GitHub
Trello
Unity
Unreal
Adobe CC
Microsoft Office
Google Workspace