Emily Horton

eh8582@rit.edu   315-403-3616

Objective

Seeking a full-time internship in software development.   *Available May 2019 – August 2019*

Skills

Languages: C#, HTML, CSS

Software: Visual Studio 2017, Unity, GameMaker Studio

Education

Rochester Institute of Technology (RIT) Rochester, NY   *Expected May 2020*

Bachelor of Science, Game Design and Development   **GPA:** 3.4

Related Courses: Web Design and Implementation,

Game Design and Algorithmic Problem Solving II

Tompkins Cortland Community College (TC3) Dryden, NY   *May 2014*

Associate of Science, New Media   **GPA:** 3.6

Related Courses: Advanced Interactive Media, Dynamic Media II

Featured Projects

Shell Sweet Shell (Global Game Jam 2019)   *January 2019*

- Collaborated with team of 4 to create a 2D platform game in 48 hours
- Integrated art and sound assets into the Unity project
- Coded level select screen and pause behavior using C#

Data Miner (Personal Project)   *September 2014—Present*

- Designed an idle game for Windows and Android
- Created art assets using Adobe Flash
- Coded with GameMaker Studio 1.4

Ripples (Academic Project)   *January 2014 —May 2014*

- Designed a tile-based puzzle game demo for mobile platforms
- Produced as capstone project for New Media program
- Coded with GameMaker Studio 1.4

Work Experience

Target   *November 2014 – July 2018*

Ithaca, New York

Electronics Team Member

- Solved customer issues with technology

- o Built and maintained planograms
- o Trained new employees in store procedures