

Jennifer Pichardo

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Summary

Passionate individual currently seeking a co-op or internship position in interactive media design and development that uses strong programming skills and promotes creative artistic endeavors. Available from May 2022 to December 2022.

Skills

- **Programming Languages:** C#, C++, HTML/CSS, JavaScript, Python
- **Software Tools:** Visual Studio, Unity, Photoshop, Clip Studio Paint, Maya, GitHub, Git, MonoGame

Education

Rochester Institute of Technology, Rochester, NY

Bachelor of Science, Game Design and Development

Minor, 2D Studio Arts

Expected Graduation Date: May 2023

GPA: 3.0

Projects

The Curse of Pandora's Box, Personal Solo Project

2 months (2019)

- Programmed and designed my own text-based adventure game using Visual Studio on a C# console application. Sole developer for a simple choose your own adventure game that takes in player choices that affects the overall experience.

Calamity Witch, Academic Team Project

4 months (2020)

- Role: Lead Designer/Programmer. Designed and developed core aspects of the project's gameplay and mechanics which were further expanded upon.
- Worked with a team of 5 to develop a top-down arcade-style action game in C# with Visual Studio 2019 and MonoGame.

Run Larry Run, Academic Team Project

4 months (2021)

- Role: Group Lead/Programmer. Developed a Windows Form App external tool to customize the creation of game objects. Helped design the core game mechanics.
- Led a team of 5 to develop a 2D infinite runner game in C# with Visual Studio 2019 and MonoGame. Organized weekly meetings and kept track of the development process and managed individual tasks.