

Jennifer Pichardo

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Summary

Passionate individual currently seeking a co-op or internship position in interactive media development that uses strong programming skills and promotes artistic endeavors. Available from May 2023 to December 2023.

Skills

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

Education

Rochester Institute of Technology, Rochester, NY

Bachelor of Science, Game Design and Development

Expected Graduation Date: May 2024

Projects

GIF Finder, Personal Solo Project

1 month (2023)

- Role: Programmer. Programmed a GIF finder web application using the GIPHY API and JavaScript. Implemented UI/UX design with HTML and CSS.

HedgeBall, Personal Team Project

4 months (2022)

- Role: Level Designer/Technical Artist. Created 2D and 3D assets for levels in a randomly generated maze puzzle game with a team of 6.

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, tracked the development process, and managed individual tasks.

Experience

Game Developer Intern, Moonrift Entertainment

May 2022 - August 2022

- Worked closely with a team of developers to design levels for a maze puzzle game by adding obstacles and generating a random maze layout algorithm with Unity.
- Created 2D and 3D game assets with Maya and Photoshop.