ROCHELLE COHN
GAME DESIGNER/SOFTWARE ENGINEER

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PROFESSIONAL EXPERIENCE
AMERICAN GREETINGS // General Web Development Intern, Summer 2018
- Worked in agile development-cycle with multiple sprint-cycles.
- Coded new segments of back-end architecture in Oracle ATG using Java and XML to facilitate future development.
- Worked on front-end CSS styling for large scale website with set aesthetic.
- Assisted other developers in updating and extending code for e-commerce website.

ADULT SWIM GAMES // Games-Production Intern, Summer 2017
- Worked directly with senior staff to manual QA test large scale games on multiple platforms such as *Pocket Mortys*, *Amateur Surgeon*, and *Duck Game.* Reported bugs through JIRA.
- Assisted the Quality Assurance team on an in-production game to finalize and *publish Battle Chef Brigade*. Listed in the credits.
- Worked within the Google App store and IOS App store to publish and maintain games.
- Created and updated checklists on Google Sheets used by entire team for QA on various platforms for games.

EMAGINATION COMPUTER CAMP // Software Instructor, Summer 2016
- Instructed in virtual reality using Unity C# for Google Cardboard, 3D-character animation in Maya and Photoshop.

RIT TORA-CON// Events Director, 2016-2018
- Convention attended by over 3000 people.
- Responsible for managing approximately 20 people to plan, schedule and coordinate events and speakers.
- Responsible for coordination with other departments and school officials.

PROJECTS
HUMDINGER // Team Size: Three
- Co-created AR greeting cards that interact with each other in Unity C# with Vuforia for 2018 American Greetings Intern Hack day. Won first place.
- Responsible programming, setting up the project base, porting app to Android and customizing AR app for various existing greeting cards.

KILL THE STREAMER // Team Size: Seven
- Co-created top-down shooter multiplayer game using Twitch API in Unity C# for 2017 Production Studio.
- Responsible for Twitch enemy AI using Unity navmesh, level design and implementing various weapons.

GOOD COP, BAT COP// Team Size: Seven
- Co-created 3D stealth game in Unity C# for 2017 Global Game Jam.
- Responsible for AI, game balancing, debugging and 2D character art.

COLOR BLIND // Team Size: Six
- Co-created 2D 3-player platformer game in Unity C# for Production Studio 2017.
- Responsible for UI programming, UI design and programming.

EDUCATION
ROCHESTER INSTITUTE OF TECHNOLOGY // Bachelor of Science, Game Design and Development
- Summa cum laude, May 2018.
- Dean's List Fall 2014 through Spring 2018- GPA: 3.85.
- Member of the National Society of Collegiate Scholars and Outstanding Undergraduate Scholar award 2018.

LANGUAGES AND TOOLS
- Proficient in C#, Processing, HTML5, CSS, JavaScript, C++/C, XML, and Java.

- Experience working with Unity, Maya, Visual Studios, MonoGame/XNA, Cinema 4D, Bootstrap, adobe Photoshop, adobe Illustrator, Vuforia, JIRA, Slack, Corel Painter and Processing.