

SUSAN SOUZA

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EDUCATION

Candidate for Bachelor of Science in Computer Science **Anticipated May 2016**
University of Massachusetts Lowell GPA: 3.58
Honors: Dean's List 2013-15; Multiple Scholarships 2014-16

Bachelor of Fine Arts in Interactive Design and Game Development **November 2011**
Savannah College of Art and Design GPA: 3.24
Honors: Dean's List Winter 2010, Fall 2011; Academic Scholarship, Fall 2007-Fall 2011

TECHNICAL SKILLS & SOFTWARE

Adobe Creative Suite 5, After Effects, AngularJS, Autodesk Maya, C, C++, CSS3, Git, HTML5, HTML5 Canvas and SVG, JavaScript, JSON, Microsoft Office Suite, Microsoft Visual Studio, TDD, Twitter Bootstrap, Unit Tests with Karma & Jasmine, Unity3D, Unreal Engine 3, ZBrush

EXPOSED TO

Agile development, Angular Material, Atom, Blender, Bower, ES6, Grunt, Gulp, IA32, IntelliJ IDEA, JIRA & Confluence, JQuery, MIPS, MongoDB, MySQL, Netbeans, NodeJS, Perl, Python, SQL, Three.js, XML

PROFESSIONAL EXPERIENCE

Crescendo Content Marketing— Woburn, Massachusetts **July 2015- August 2015**
Engineering Co-op (Intern)

- Worked in Agile environment to increase unit test coverage across entire project front end by over 10%
- Promoted and maintained code cleanliness and integrity across code-base

Percussion Software— Woburn, Massachusetts **May 2015- June 2015**
Engineering Co-op (Intern)

- Worked to bring skills to professional level and contributed to initial design of an internal administration tool
- Helped with the training for fellow interns in understanding of front-end development and programming skills
- Collaborated with fellow interns on several small, single-page applications

University of Massachusetts Lowell— Lowell, Massachusetts **September 2014- present**
Peer Tutor, Computer Science

- Guide students to a better understanding of concepts from class
- Help with debugging techniques, C and C++ syntax

University of Massachusetts Lowell— Lowell, Massachusetts **September 2014- December 2014**
Grader, Computer Science

- Reviewed code for correctness, for errors and against rubric; gave feedback

PROJECT EXPERIENCE

Dinner Wizard v1.0 (Interactive Meal Suggestion Application, AngularJS) **January- May 2015**
Programmer/Designer/UI

- Designed and implemented front end and provided all ingredient and combination data for back end
- Created task lists and schedule for semester; wrote project proposal, status reports and test documents

Those Darn Dastardly Dragon Attacks! (Text-based Game in C++) **Summer 2014**
Programmer/Designer

- Designed and implemented castle defense game with room for more features

Sira (First-Person Survival-Puzzler, vertical slice only) **Fall 2011- Spring 2012**
FX Artist

- Created various real-time particle effects in UDK as per given specifications from main project team

Autumn Falling (Directed Game Pre-visualization Project) **Fall 2011**
Artist(2D)

- Designed characters, creatures, environmental assets, items, HUD and other UI elements and wrote an interactive quest dialogue sequence

Codex (2.5D Side-scrolling platformer, Unity3D) **Spring 2011**
Writer/Designer/Artist/VFX

- Team used Agile/SCRUM development methods to monitor and increase productivity
- Developed paper-burning and other effects in Unity3D, wrote narrative, collaborated on design and mechanics

VOLUNTEER EXPERIENCE

MSPCA at Nevins Farm— Methuen, Massachusetts **August 2013- May 2015**
Volunteer, Cat Caretaker

Windham Nesmith Library—Windham, New Hampshire **July 2006- present**
Library Volunteer, Re-circulation

- Murray Levin Volunteer of the Year Award received April 2015

OTHER SKILLS

Theatrical makeup design, cash register operation, some conversational French