

Danielle Carmi

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Portfolio: warpedtime.github.io/

OBJECTIVE:

To obtain a cooperative education position in game/app/web development or 3D/2D design.

Available June - August, 2017, January - May 2018.

EDUCATION:

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in *Game Design & Development*, expected May 2019

Related Courses:

Interactive Media Development, 3D/2D Animation & Asset Production, Game Development I&II, Math Graphical Simulation I&II, Rich Media I&II [Web], Real-Time Interactive Media [Web], Data Structures and Algorithms I&II

GPA: 3.1

PROJECTS:

Shattered Dreams:

(team project) Worked on 'Shattered Dreams,' a 2-4 player 2D fighting/platformer game written in C# using Monogame. I was responsible for writing the code related to gameplay: movement, skills, platforming, and creating an external tool that we used to create different stages/levels for the game. I also created the artwork for the game.

BetaRangers:

(team project) Worked on 'BetaRangers', another 2-4 player 2D fighting/platformer game made in C# in Unity3D. I was responsible for animations, skill programming, character classes, and I also created the concept and final art assets for the game.

SKILLS:

Programming Languages:

C# , JavaScript, HTML/CSS C++

Operating Systems:

Microsoft Windows XP - 10, Mac OSX

Software/Skills:

Unity, NodeJs, React, SocketIO, Adobe Photoshop/Illustrator, Autodesk Maya, Blender 3D, Traditional Drawing/Sculpting/Painting, Visual Studio, Adobe Brackets, MonoGame, Processing (similar to Java), Sculptris, Unreal Engine, Microsoft Office

WORK EXPERIENCE:

Visual Design/Office Assistant at Bernie Mev:

(Summer 2014, August 2015) Assisted one of the visual designers in editing/cleaning photos, and creating linesheets. Helped Photograph and edit images of their products. Helped with printing/making barcodes and labeling sample items.

RIT MAGIC Co-Up: Gibraltar:

(Summer 2016) As part of RIT's Co-Up program I worked on the game Gibraltar, a fast-paced, turn-based strategy game focused on capturing territory which was a 2016 Imagine-Cup finalist. I worked mainly on the art assets; designing new 3D game models, improving and optimizing previous assets, rigging/animation/texturing of 3D assets, UI elements and design, and card artwork and design.