Jessy Jo Gomez

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~ savin' da world thru game design ~

Education

Parsons The New School for Design - BFA   *Graduated Spring 2016*
Major: Design & Technology | Minor: Japanese Studies

Experience

Manhattan Youth   New York, NY
Activities Specialist   *fall 2016 - spring 2017*

taught after-school classes to middle-school students
classes taught: | Game Design | Coding |

iD Tech Camps   New York, NY
Lead Instructor   *summer 2016*

| First Aid, CPR, & AED certified |

located at: | New York University |

classes taught: | Minecraft 3D Game Design |
| Mobile Game Design | Adventures in Robotics |

Win2Learn   New York, NY
Co-Founder & Educator   *spring 2012 - fall 2015*

secured various after-school teaching contracts with:
| Cathedral School | Leman Manhattan Prep School |
| East Side Community High School | etc.

taught programming via game design to kids using:
| Scratch | Construct 2 | Lego Mindstorms | etc.

Centenary Summer Scholars   Hackettstown, NJ
Computer Science Teacher   *summer 2015*

three-week summer camp teaching game design
and programming to high school students using:
| Stencyl | MinecraftEdu Lua | Python |

EYEBEAM   Brooklyn, NY
Youth Programs Associate   *spring 2016*

coordinated free teen after-school classes:
| Playable Fashion | Our Net |

NY Code + Design Academy   Douglaston, NY
Youth Instructor   *spring 2016*

taught and developed curriculums for classes:
| Programming Basics | Python | Tech for Tots |

Parsons Pre-College Academy   New York, NY
TA, Mentor, & Designer   *fall 2011 - spring 2015*

teaching assistant for art and design
classes: | Game Design | Animation | etc.

mentored high school students through
college application processes

designer of a yearbook, magazine,
and poster for the program

Global Kids   New York, NY
Youth Leader   *fall 2009 - spring 2011*

keynoted Global Media & Technology conference

facilitated workshop with president of G4C
emceed Children's Rights youth conference

Scholarships

| **Kill Screen Festival Scholars** |
showing the world why games by women matter

| **QuestBridge** | *links high-achieving low-income students
with opportunities at leading US colleges and universities*

| **Anna Toonk Scholarship** |
*study abroad opportunity in Paris for students
and graduates of the Parsons Scholars Program*

| **Entertainment Software Association Foundation** |
*assists women and minority students who are pursuing
degrees leading to careers in computer and video game arts*

| **Parsons Scholars Program** |
*college prep program designed to give access to Parsons
to a diverse body of talented students who might not
otherwise have the opportunity*

Special Projects & Achievements

| **Emoti-Con! Judge and Keynote Speaker 2014** |
*annual conference supporting youth to 'emote' or
express themselves through digital media and technology*

| **Young Women Speak Out 2013** |
*encouraged peer-to-peer conversation
with a focus on female media making*

| **Games for Change Speaker 2011** | *'Catalyzing Social Impact Through Digital Games' - G4C*

| **Global Kids 'Twenty Five Years of Turning Hope
Into Action' 2014** | *featured in the book as an
honorary alum, published with a personal essay*

| **Hey Girl [Gamer] Speaker 2012** | *pro-women,
pro-queer, pro-diversity space for discussing
contemporary games and gaming culture*

Creative Computer Skills

| Adobe Photoshop | Illustrator |
| After Effects | Flash |
| Stop Motion Animation |
| Final Cut Pro | etc.

Programming Experience

HTML	CSS	Javascript
Processing	Arduino
Scratch	Stencyl
Python	Lua	etc.

Google Me!

TheWarriorGal

**A Young Woman Creating
Games for Social Justice**