Avery Birle

(407) 335-7284 | Orlando, FL | averyb3596@gmail.com

Portfolio: https://sites.google.com/view/averybirle/home

Education

Bachelor of Art in Digital Arts and Sciences *Expected May 2026*

University of Florida, College of the Arts, Gainesville, FL

- Minor in **Computer Science**
- Overall GPA: 3.91/4.0
- Relevant coursework: Game Content Production 1 and 2, Game Systems Development 2, Programming Fundamentals 1 and 2, Data Structures and Algorithms, 2-D and 3-D Digital Animation Techniques, Design and Production Studio 1 and 2

Experience

Outreach Coordinator and Development Team Member *(University of Florida)* *February 2023 - Present*

Gator VR

- Developing skills regarding how to create virtual experiences using programming, 3-D modeling, and game design techniques
- Created player User-Interface for Dungeons and Dragons style game with Game Master and Player implementation, a hand menu in **Unity** that appears when looking at one's palm in VR
- Working to develop crafting and inventory system for a medieval-themed survival game
- Tabling on campus to advertise Gator VR to prospective team members such as programmers or 3D artists

3D Antarctica Survival Game *(University of Florida)* *January – April 2024*

- PC game developed in Unity
- Learned how to delegate tasks for a small group of developers to work together on a game with a larger scale
- Player is stationed at a research station, and must search in caves for fossil remnants, then chisel, clean, and assemble the bones

Side-Scrolling Platformer Game *(University of Florida)* *May - August 2023*

- Learned the foundations of **Unity** and created a two-level 2-D platformer game
- Game is complete with player movement and jumping, NPC dialogue, canvas elements to display health and score, hazards and enemies, collectibles, collisions and trigger events, visual aesthetic, background music and sound effects, and story
- Experienced the flow of game development from the brainstorming stage all the way to Gold Master

12-Hour 2D Game *(University of Florida)*

- Attended Create-A-Thon hosted by the BADAS Society (club of my major), a 12-hour creation session
- Solely created *Ghostly Fall*, a simple 2D collection game where you move up a forest path and collect fall items
- In accordance with the theme "*you can't see everything"*, I implemented a feature where hitting the space-bar turned you "invisible" (lowered the transparency) and made the ghost (player) immune to the grim reapers crossing the screen

Minesweeper Project *(University of Florida)* *April 2023*

- Learned complex applications for **C++** and integrated external libraries
- Created and tested a computer game of Minesweeper using C++ to make a game with randomized potential outcomes

Sudoku Project and Blackjack Project *(University of Florida)* *September 2022*

- Learned extended elements of **Python** including **Pygame** functionality, along with the basic Python functionality
- Created and tested the computer games of Sudoku and Blackjack to take in user input and test user accuracy/output results

Community Involvement

Cat Section Volunteer (*Orange County Animal Services)* *January 2021 - July 2021*

- Took care of the needs of around 30-40 cats (distributing food and water, cleaning cages and litter)
- Spent time getting to know the cats 2 hours each week and assisted 30+ potential adopters over a period of 7 months

Key Club Volunteer (*Trinity Preparatory School, Winter Springs, FL****)*** *August 2020 - December 2021*

- Raised awareness for breast cancer by distributing ribbons to 50+ parents and students in the school car loop as a club
- Helped to raise food online via freerice.com and beanbeanbean.com, platforms which donate food like rice and beans for every question answered correctly

Skills and Awards

- **Technical skills:** C++, Python, Unity, Blender, Adobe Photoshop, After Effects, Premiere Pro, Microsoft Word, Canva
- **Valedictorian**, Trinity Preparatory School, Winter Springs, FL, 2022
- **MIT Alumni Book Award** , **Rensselaer Alumni Award for Excellence in Science and Math**, 2021