

# ARFA CHOWDHARY

arfa.b.chowdhary@gmail.com

## EDUCATION

### Austin College

2019-2020

Bachelor of Science in Computer Science

### University of Colorado Boulder

2021-Present

Bachelor of Science in Creative Technology & Design

Minor in Computer Science

## SKILLS

Unity · C++ · C# · Python · HTML

Javascript · Lua · Arduino ·

Photoshop · Illustrator · InDesign ·

Squarespace · Premiere · Figma

## RELAVENT COURSES

Web Development

Game Development

Data Structures and Algorithms

Algorithms

Computer Systems

## AWARDS

Dean Scholarship Austin College,

2019 - 2020

SXSW Texas High School Shorts

Official Selection, 2017

Art 214 Juried Exhibition, 2018

30th FWCD Black & White Con-

test, 2018

Excellence in Advanced Video

Production, 2017, 2018

## WORK EXPERIENCE

### Providence, Intern

January 2023 - Current | Boulder, CO

Part of a development team that is building a website for company-made informational 3D capture videos.

### Laazy Studio, Front End Developer

May 2022 - August 2022 | Saratoga Springs, NY

Worked with a team to design and develop official website for Laazy Studio.

### Deep Vellum Publishing, Intern

August 2020 - August 2021 | Dallas, TX

Researched development strategies, interviewed authors, built pages for new website, helped with grant applications.

### Whole Earth Provision Co., Sales Associate

May 2019 - Sep 2019 | Dallas, TX

Worked in gift/toy section and the clothing department. Handled transactions at the cash wrap. Helped train new staff members.

### iCode, Tech Lead

Sep 2020 - Dec 2020 | Dallas, TX

Motivated middle schoolers to explore their interest in creative tech in a collaborative, fun environment. Taught students topics including: basic history of computer science, HTML/css, game dev through Roblox, digital art (Photoshop and GIMP), intro to prototyping through proto.io

### Public Process at Sculpture Center., Member

June 2018 - July 2018 | Queens, NY

Member of a fellowship that explores public art, city planning, and urban space through field trips and discussion sessions. At the end of the program, members formed a panel and selected a winning commission to be produced by SculptureCenter.