

Arfa Chowdhary

arfa.b.chowdhary@gmail.com • arfachowdhary.com • 9729778691

EDUCATION

University of Colorado Boulder, School of Engineering and Applied Sciences

Boulder, CO

Bachelor of Science, Creative Technology and Design, Minor: Computer Science

January 2021 – December 2023

Dean's List, GPA: 3.66

Skills: Programming skills: C#, C++, HTML, CSS, JavaScript, Git, A-frame, React, Node.js, Python, Lua; Software skills: Unity, Arduino, WordPress, Figma, Photoshop, PremierePro, Illustrator, Squarespace, Fusion360; Other: Spanish (Proficient)

WORK EXPERIENCE

Orcas Microcinema

Orcas Island, Washington

Web designer and developer

April 2023 – Current

- Created a functional, organized, and custom-tailored website for Orcas Microcinema, nonprofit itinerant cinema based in the Pacific Northwest
- Managed project by leading weekly meetings with the client to discuss progress, goals, and to-dos
- Created multiple iterations of a wireframe in Figma to ensure UX/UI design standards were met as well as the needs and expectations of the client
- Developed and hosted website online using Wordpress, CSS, and JavaScript

Providence

Boulder, CO

Software Developer Intern

January – May 2023

- Collaborated with a team of 3 to design and develop a modular, reusable desktop/mobile application that hosts Intel-made AR volumetric videos for Providence Medical Services. Using Figma, HTML, CSS, JavaScript, A-frame, 8th wall, and Webpack
- Communicated weekly with the client team and continued to iterate the design to meet their needs and expectations with the application.

Laazy Studio

Saratoga Springs, NY

Front End Developer

May – Aug. 2022

- Developed skills in client communication and branding/marketing strategies
- Contributed to the design and development of the official website for *Laazy Studio*, an independent graphic design studio

Deep Vellum Publishing

Dallas, TX

Development and Marketing Intern

Aug. 2020 – May 2021

- Increased supporter engagement for Deep Vellum, a nonprofit literary art center and publisher by:
 - Creating programs that connect Deep Vellum with Dallas communities that have limited access to the literary world with which Deep Vellum has strong ties
 - Recruiting individuals and organizations with a steady following who are interested in partnering with Deep Vellum to expand their community
 - Composing graphic designs for Deep Vellum to share online to boost engagement during Covid
- Build author biography pages for the official Deep Vellum website
- Developed familiarity with internal process of publishing literature

PROJECT EXPERIENCE

Looking For..., Designer, developer (work in progress)

Current

- Developing an application that invite users to make poetry in an interactive and tinker-y way. Using React.

Dollhouse, Unity developer, video game artist, game designer

January – April 2023

- Programmed serial communication between Arduino and Unity. RFID tags are scanned by a USB reader, then Arduino reads the ID number and sends a message to Unity to trigger the start of a unique scene.
- Designed and developed a 2.5D/3D style game in a 2D environment.
- Programmed 2D point and click movement using nav meshes.
- Programmed a dialogue system for interactable objects.
- Created all video game sprites using images of my personal items and photoshop.