



ANNAMARIA KOSHY

201-259-6876

annamariakoshy@gmail.com

EDUCATION

New York University, New York, NY

EXPECTED GRADUATION: 2021

BFA in Game Design

Related Courses: Intro to Narrative Design,
Fund. of Developing the Screenplay

SKILLS

- + Proficient in Microsoft Office Suite and Google Apps.
- + Proficient in Adobe Photoshop, Illustrator, InDesign, and Premiere Pro.
- + Familiar with programming in Java, C++, and C#.
- + Proficient in graphic design including web, poster, and UI design.
- + Strong written and communication skills.
- + Team player.

EXPERIENCE

TECHNICAL AND GRAPHIC ASSISTANT TO JEN COHN, 2017 - Present

Jen is a voice actor with several popular roles in video games, cartoons, and commercials as well as a fashion blogger. She attends conventions and other similar events. To facilitate in her marketing, she requires websites, posters, advertisements, banners, etc.

- + Assisted in the design and set up of a website, including marketing, merchandising, and a blog.
- + Designed several advertisement graphics for use at conventions and websites.
- + Designed autograph prints (8x10).

FABLAB TECHNICIAN, 2018 - Present

The NYU FabLab is a fabrication space located at NYU's Media and Games Network (MAGNET). It contains numerous tools and machines (including a laser cutter, 3D printer, CNC cutter, and drill press) for various creation purposes.

- + Kept track of inventory of various supplies for the space.
- + Kept tools and space clean and organized.
- + Managed and trained students on use of the space.

GEORGIA TECH CEISMC GAME DESIGN WORKSHOP, 2016

This game design workshop introduced students in grades 2-12 to the process of designing and implementing a game. The students used Construct 2 to build their games by creating assets, building rooms or levels, and coding game mechanics.

- + Assisted students with technical questions and issues.
- + Set up computers and equipment.

PROJECTS more information available at annamariakoshy.com

RISE OF THE CURRENT:

Narrative and Game Design

A Parsely module set in a steampunk alternate future where players must assist Nikolai Tesla and his electrical resistance.

THE SCORCHED STATESMAN:

Narrative and Game Design

A Sherlock Holmes Consulting Detective module players reinvestigate an open-and-shut case far more open than it seems.

1403:

Narrative and Game Design

A 2019 Global Game Jam entry that explores a late night conversation.