

Alisa Prusa

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OBJECTIVE

To acquire a job as a Software Engineer and to grow and develop both as a professional and individual.

EDUCATION

University of California Santa Cruz - Santa Cruz, CA

- Bachelor B.S. - Computer Science: Computer Game Design
- Graduation Date: **June 2016**

WORK EXPERIENCE

Ebay inc.-Intern in Research Labs

2013

- Working in a team of four we created then presented an Eco-friendly interactive map at eBay's SkunkWorks.
- Created a simple interactive map using **HTML**, **CSS**, **JQuery**, and eBay **API's**
- Mentored shortly a student from eBay's Girls Who Code

SKILLS AND PROJECTS

- **Spacepace:**
 - Game: A Minimalist rhythm based game made for iOS and Android.
 - Team: With two others we created Spacepace using **Unity5**.
 - Coding: I designed and created the profile editing page for users. And I created the Spacepace website.
 - Released: On Android Nov. 5th and iOS Nov. 12th 2015.
 - Marketing: Created trailers using **LightWorks** and **Blender**.
 - Hosting: We used **Github** for both the games code and the websites code.
- **Pong and Flappy Bird Remakes:**
 - Using **C++** and the **SFML** library I made a modified version of Pong and a clone of Flappy Bird from scratch.
- **Seedr:**
 - App: Social dating app for Android where users are the match maker.
 - Team: With four others we built Seedr using **Android Studio**.
 - Coding: I created most aspects of Seedr's Profile Page using **Java** and **Parse** to create the interface and the calls to the cloud server.
 - Hosting: We used **Github** to help us to collaborate with the code easier
- **Cannibowl City:**
 - Game: 2D platformer web based game about a city lost to cannibalism.
 - Team: With one other we created Cannibowl City with **HTML5**, **CSS**, **Javascript**, and **Brine.js**, a simple **JavaScript** library.
 - Coding: I built the mechanics, basic enemies, player controls, UI, menus, platforms, and game interactions for Cannibowl City.
 - Hosting: We used **Google Code Project Hosting** to share our work.