ANASTASIA GREEN

CREATIVE TECHNOLOGIST | DIGITAL DESIGNER

(609) 816-7885 ana.daren.green@gmail.com anastasiadgreen.com linkedin.com/in/anastasia-green

SKILLS

VR/AR/XR Development
Object Oriented Programming
Game Design
Environment Design
Interaction Design
3D Modeling
UI/UX
Prototyping
Usability testing
Web Development
Agile
Visualization

TOOLS

Programming

 C#, C/C++, Javascript, Python, Lua, HTML & CSS, Git/Github, Visual Studio

3D Modeling

• Blender, Maya

Software

Unity, Unreal Engine 5
 (Blueprints), Adobe Creative
 Suite (Photoshop, Illustator,
 Premier, After Effects,
 InDesign, Aero)

EDUCATION

New York University (NYU) - Tandon

 MS in Integrated Design & Media · Graduated May 2023
 · GPA 3.9

The College of New Jersey (TCNJ)

BA in Interactive
 Multimedia, Minor in
 Women, Gender, & Sexuality
 Studies · Graduated May
 2021 · GPA 3.1

PROJECTS

Integrated Design & Media MS Thesis "Something's Coming"

SPRING 2023

- Designed a Virtual Reality Art Game for the Oculus Quest 2, using Unity and C#
- Scripted satirical and engaging dialogue and created story that conveyed intricate themes of existentialism via environmental storytelling
- Guided users through the experience at multiple showcases and worked through live user feedback

Interactive Multimedia BFA Thesis "The Lake House" 2020 - 2021

- Designed a Virtual Reality Puzzle Game for the Oculus Quest 2, using Unity and C#
- Utilized a deep understanding of VR development concepts
- Implemented narrative and puzzles in a 3D environment
- Created all assets, including models, illustrations, and other visuals

Game Prototype Studio - Varying Genre Game PrototypesSPRING 2023

- Created collection of six small game prototypes, each in the span of one week or less
- Games created in Unity and coded in C#, based on a provided prompt
- Prototypes include a range of different genres and types

OTHER EXPERIENCE

Virtual Reality Docent, Oregon Shakespeare Festival, QuillsFest

FALL 2022

- Guided users through putting on VR headsets and getting acclimated to the virtual worlds
- Managed the queue of users/testers, troubleshooting issues
- Engaged with users and assisting them with their experiences