

# Emily Root

Software Engineer

## Details

Raleigh, NC  
United States  
(919)-368-8299  
emily@emilyroot.com

## Education

North Carolina State University  
B.S in Computer Science  
Anticipated May 2025

## Languages

Java, Python, C++, C#, HTML/CSS, C  
JavaScript, SQL, Snap, Scratch

## Other Skills

Unity, Godot, Game Maker Studio 2,  
Unreal Engine, Live2D, Blender, Git

## Relevant Coursework

Data Structures  
C/Software Tools  
Operating Systems  
Software Engineering  
Game Engine Foundations  
Interactive Game Design  
Building Game AI  
Intro to AI

## Links

[LinkedIn](#)  
[Portfolio](#)

## Profile

Ambitious, dedicated, and innovative software engineer, passionate about game design and development, seeking a role in programming, design, or leadership within the game development industry. Proficient in object-oriented programming and thrives in a collaborative environment.

## Work Experience

### Teaching Assistant, NCSU

January 2022 - Present

- Instructed students in fundamental programming concepts using Python and Snap
- Mentored students in developing debugging and testing skills

### Web Development Specialist, UNC Development Office

June 2023 - Aug 2023

- Maintained and updated websites using HTML, CSS, JavaScript, Bootstrap, and Angular
- Promptly resolved website issues and bugs
- Ensured alignment with brand guidelines for visual appeal

### Game Developer, NCSU Game2Learn Lab

June 2023 - Aug 2023

- Developed an educational farming simulator in Unity targeting K-12 children
- Created a block-based programming environment within the game

### Research Assistant, NCSU Game2Learn Lab

June 2022 - Aug 2022

- Collaborated with researchers and educators to develop new course material for a programming class centered on socially relevant topics
- Developed a website for easy access to course material

### Online Repository, NCSU Game2Learn Lab

August 2021 - December 2021

- Delegated front and back-end tasks between teammates to make one deliverable
- Developed a front-end system based on design specifications

### Research Assistant, NCSU POEM Lab

June 2021 - Aug 2021

- Mastered Ceptre independently to construct decision-based puzzle games
- Created a program that converts ASCII text puzzles into playable games

## Volunteer Work

### Volunteer and Officer, STARS Computing Corps

August 2021 - May 2024

- Educated middle and high school students in programming through game development using JavaScript, Unity, and Unreal Engine
- Organized and hosted events for undergraduates to promote stress relief and skill development
- Managed and designed graphics for email and event notifications