

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