

Betsy Tuggle

678-672-7479 | betsy.tuggle@yahoo.com | www.linkedin.com/in/betsytuggle | betsytuggle.com

Education

GEORGIA INSTITUTE OF TECHNOLOGY, College of Computing
Bachelor of Science in Computational Media, GPA: 3.74

Atlanta, GA
05/2025

- Concentrations: Media, Interaction Design
- Coursework: Data Algorithms, Linear Algebra, Multivariable Calculus, Computer Graphics

Experience

Animator for Childhood Cancer Society, Remote

January 2023 - August 2023

- Collaborated with about thirty other artists and animators to complete projects on tight deadlines
- Individually, designed two new characters to be used in promotional material
- Individually, storyboarded and created seven animations to promote fundraising on their Instagram

Projects

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, GA

Interactive Keychains for Esports Events / Vertically Integrated Project (V.I.P.)

08/2023 to present

- Develop in Unity to create a bridge between physical keychains and virtual entities
- Program endpoints for testing in order to detect edge-cases and prioritize simple user interaction
- Operate a MongoDB server to analyze player data and connect it to the keychain user

Dungeon Crawler / CS 2340 Objects and Design

08/2023 to 12/2023

- Led a 6-person team in a semester-long project while setting clear milestones
- Utilized Agile, iterative design method to manage workload and flow
- Orchestrated the team's code by using Observer, Strategy, and Factory Pattern
- Designed code solutions given design requirements, existing code functionality, and team strengths

Video Game, "Chasing Daybreak" / CS 2261 Media Device Architecture

04/2022 to 05/2022

- Created and coded a video game from scratch in one month
- Programmed with a GameBoy Advance (GBA) emulator in the programming language C
- Applied bitwise operations, memory mapping, and low-level hardware programming

PERSONAL

Carrollton, GA

Original 2D Animated Short Film, "Birds at Work"

May 2022 - July 2022

- Created, storyboarded, directed, and designed characters/story for my original short film
- Animated the entirety of my short film by hand in one month
- Used Adobe Animate, After Effects, and Premiere Pro to complete the project

Skills

Programming: Java, C/C++, Python, JavaScript

Concepts: Object-Oriented Programming, Data Structures, Design Patterns, Computer Algorithms

Software: Adobe Animate, Adobe After Effects, Adobe Premiere Pro, Adobe Audition, Autodesk Maya, Blender, Unity, Figma, OpenGL

Leadership

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, GA

President of Georgia Tech Animation Club

08/2023 to current

- Lead organization by driving membership, organizing meetings, and building leadership structure
- Facilitated weekly tutorials and workshops of animation practices

Facility Manager at Kappa Alpha Theta Sorority

11/2022 to 11/2023

- Responsible for managing facility issues and acted as a liaison between "House Mother" and staff
- Managed the contract process for all facility residents and accompanying interpersonal issues