COURTNEY
PRESTO

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Education

UNIVERSITY OF SOUTHERN CALIFORNIA – December 2017
B.S. Computer Science
Video Game Programing, Programing Video Game Engines, Android Development, Programing Graphical User Interfaces, Graphics Processing

UNIVERSITY OF SOUTHERN CALIFORNIA – December 2017
B.F.A. Film/Television Production
Lighting, Composition, Mis-en-scene, Visual Storytelling, Color Palates, World Building

Technical Experience

USC, Viterbi College of Engineering– Researcher *- Los Angeles, CA - August 2017– Present*
- Parse data from California Board of Education website into database
- Query database for relevant statistics
- Write a paper based on findings and submit to scientific journals

Sigma Coding & CS@SC – Coding Teacher/Mentor *- Los Angeles, CA - August 2015 - Present*
- Teach workshop-style classes to underrepresented children in STEM fields.
- Code examples of introductory projects in HTML, JAVA, C++, SCRATCH, and SCRATCH Jr.
- Debug and assist students with individual labs and homework

Super Happy Tiny Baby Turtle Game – Creator/Programmer *- Los Angeles, CA - October 2016- December 2016*

- Creator and team lead of an infinite runner desktop computer game.
- Delegated tasks to team from conception to completion.
- Passion project to gain experience in Unreal. Backend programmed in C++.
- Programed HUD, object collision, object spawning, object motion increased over time
- Learned how to deal with difficulties with merge conflicts in git

Blast Off! – Programer *- Los Angeles, CA, - September 2016*

- Desktop app programmed in C++ using eclipse to learn basic gameplay programming
- Learned how to use load meshes for objects, use matrices to represent world position/location, and use key press events to control ship's velocity/orientation in space

Work Experience

USC, Dornsife College of Letters, Arts, & Sciences – Administrative Assistant *- Los Angeles, CA - August 2016– Present*
- Provide administrative support to Dean of Academic Programs
- Created new system of budget entry to cut budget reconciliation process in half
- Analyze yearly Study Abroad budgets and prepare reports for the Dean of Academic Programs and the Dean of Dornsife Arts and Letters College

Skills and Organizations

- C++, C, Java, Unity, Unreal, Vector Math, Rotational Matrices
- Game world lighting, visual composition, mis-en-scene

Organizations
- IEEE Honor Society Member
- Gamma Phi Beta Sorority Member
- USC Stand Up Club Founder