Carissa Vadella

SKILLS

Can speak English and conversational Spanish

SOFT SKILLS
Event planning, public speaking, project management, PR, marketing, writing, community management

LANGUAGES
C#, C++, UE4 Blueprints, HTML, CSS, ASP.NET, JavaScript, Java, GML, SQL, VB, CLIPS Expert Systems

ENGINES
Unity, UE4, GameMaker, RPGMaker, Bitsy, GB Studio, Twine, Photon Multiplayer Networking

SOURCE CONTROL
GitHub, SourceTree, Unity Collab

PROJECT MANAGEMENT
JIRA, Trello, HacknPlan, BaseCamp

MISCELLANEOUS
Microsoft Office, Photoshop, Illustrator, Maya, Sculptris, Audacity, FamiTracker, OBS, iMovie

EDUCATION
Lawrence Technological University | Southfield, MI
Expected graduation: Spring 2020 | GPA: 3.46
Bachelor of Science, Computer Science

EXPERIENCE
Infinite Machine | October 2015 – Present
Programmer, Project / Community Manager

LTU Expo | January 2018 – July 2019
Game Expo Chair

NXP Step Technologies | November 2017 – March 2019
VR/AR App Developer

ImageSoft | June 2017 – November 2017
Technical Intern

Girls Who Code | December 2016 – June 2017
Instructor

ACHIEVEMENTS
- Had interviews aired on Fox News, Cable 14, Podcast Detroit, Yellow Flag Productions, and more
- Increased Infinite Machine attendance by >700%
- Helped increase LTU Expo attendance by >500%
- Participated in IGDA, SIGGRAPH, and GWU
- Helped run game dev meetup Locally Sourced and local GWU chapter
- Exhibited at GDEX, LTU Expo
- Had game played by Jupiter Hadley
- Co-hosted panel at Meaningful Play 2018
- Organized countless >100 attendee events
- Participated in 7+ game jams
- Taught two week-long game dev summer camps
- Provided QA to Studio Cadenza FanLabel app
- Did various freelance programming work
- Programmed custom physically accurate game audio system

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