Danielle Carmi

LinkedIn: linkedin.com/in/danielle-carmi/
Portfolio: daniellecarmi.github.io
Contact: daniellescarmi@gmail.com

EDUCATION:

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in *Game Design & Development*, 2019
Kyoto University of Foreign Studies, Kyoto, Japan. Fall 2018

SKILLS:

Programming Languages:
   C# , JavaScript, HTML/CSS, VBA(Excel)
Operating Systems:
   Microsoft Windows XP - 10, Mac OSX
Software/Skills:
Adobe Photoshop/Illustrator, Traditional Drawing/Sculpting/Painting, Blender 3D, Unity 3D,
Excel VBA + Microsoft Office

WORK EXPERIENCE:

Excel VBA Developer/Office Assistant at Bernie Mev:
(Spring/summer 2019)
- Worked on development and implementation of VBA code within company applications.
- Assisted with optimizing or automating digital workflow.
- Worked on digital image editing such as image cleanup, image compositing, and creating graphic layouts.
- Worked on graphic design and layout.

Teaching Assistant - Early Childhood Education.
(Sept 2020 - June 2021)
- Encouraged child growth and development through art projects, sensory/motor games, music and sports.
- Monitored children for emotional, learning, or interactive difficulties and helped provide supplemental support.
- Helped foster a safe and caring environment for students to learn, play, and take interest in the world around them.
- Directed children in child-lead activities help reach developmental milestones.
- Maintained safety and classroom discipline with positive reinforcement.