Emily Turner

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OBJECTIVE

To obtain a co-op in the design and development of video games for the summer of 2019.

TECHNICAL SKILLS

Languages: C#/.NET, Javascript, C/C++ (familiar)

Proficiencies: Visual Studio, Unity, Brackets, Monogame, Canvas, PixiJS, Adobe Photoshop, Microsoft Excel, HTML, CSS

EDUCATION

Rochester Institute of Technology; Expected Graduation 2020
Bachelor of Science, Game Design and Development
   Current GPA: 3.83
   Dean's List

PROJECTS

What Lies Beneath
Production Coordinator and Lead QA Tester
Over the course of five months, a team of nine students created a mobile augmented reality tourism game based in Dubrovnik. Made Using: Unity, Vuforia, Axure, Adobe Suite

EXPERIENCE

Design Research Coop (Summer 2018)
RL Solutions, Product Management Team
Documented input from the production management team, visualized data, and created a proposal for the future of the suite of medical products.

Games and Tourism Program Participant (Spring 2018)
RIT Dubrovnik
Learned to apply game principles to the hospitality industry.

Research Assistant (Fall 2017)
Lab for Social Computing, MAGIC Studios
Collected and categorized information as well as investigated publications in the field of digital humanities.

Teaching Assistant (2017-Present)
Department of Interactive Games & Media, RIT
Evaluated student progress throughout the course and tutored students struggling with the material.

Freshman Senator (2016-2017)
RIT Student Government
Worked on a variety of initiatives to advocate for RIT's diverse student body.

United Way Steering Committee Member (2016-2017)
RIT United Way Student Steering Committee
Organized a coin drive event which raised over $1600 for Margaret's House, a childcare center.

VEX Robotics Club Member (2009-2016)
Ridgely Middle School, Towson High School
Qualified for and attended the VEX Robotics World Championships in 2011. Learned collaborative problem solving and team building skills.