Emily Turner

(Contact Information Expunged for Web Safety)

TECHNICAL SKILLS

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

Proficiencies: Visual Studio, Unity, Brackets, Monogame, Canvas, PixiJS, Adobe Suite, Microsoft Excel, VBA, HTML, CSS, XML

EDUCATION

Rochester Institute of Technology;
Graduated December 2019
Bachelor of Science, Game Design and Development
    GPA: 3.83
    Dean's List

PROJECTS

What Lies Beneath

Production Coordinator and Lead QA Tester
Created a mobile augmented reality tourism game based in Dubrovnik.
Made Using: Unity, Vuforia, Axure, Adobe Suite

Gamer Girl

Team Lead
Games4Change Student Finalist, IndieCade Nominee, GameFest Akron Attendee
Created a game documenting sexual harassment in the games industry with a focus on games-based education.

EXPERIENCE

Oxide Games (2019-Present)

Game Design Intern (Summer 2019)
Associate Game Designer (2020)
Junior Game Designer (December 2020 – Present)
Working on a New IP Triple A game for a First Party Publisher. Responsible for creating system documentation, inputting game data, and programming gamecore functionality.

RL Solutions (Summer 2018)

Design Research Co-op, 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.

Teaching Assistant (2017-2019)

Department of Interactive Games & Media, RIT
Evaluated student progress throughout the course and tutored students struggling with the material. Mentored over 300 students.