Emily Turner

OBJECTIVE

To obtain a summer position in the design and development of video games and software products for the summer of 2018.

TECHNICAL SKILLS

Languages: C#, Javascript, C++ (familiar)
Proficiencies: Visual Studio, Unity, Brackets, Monogame, PixiJS, Netbeans, Adobe Photoshop, Microsoft Excel, HTML, CSS

EDUCATION

Rochester Institute of Technology; Expected Graduation 2020
Bachelor of Science, Game Design and Development
   Current GPA: 3.8
   Dean's List

EXPERIENCE

MAGIC Studios
Lab for Social Computing
        Research Assistant (Fall 2017)

Department of Interactive Games & Media
Rochester Institute of Technology
        Teaching Assistant IGME-110 (Fall 2017)

Games and Tourism Study Abroad Program
RIT Dubrovnik
        Program Participant (Spring 2018)

Student Government
Center for Campus Life
        Freshman Senator (2016-2017)
        Housing and Dining Committee Head (2017)

University Council
Rochester Institute of Technology
        Council Member (2017)

United Way Steering Committee
Rochester Institute of Technology
        Member (2016-2017)

VEX Robotics
Ridgely Middle School VEX Robotics Team
        Club Member (2009-2012)
VEX Robotics World Championships 2011
Towson High School (2012-2016)

Cockeysville Library
Baltimore County Public Library System
        Circulation Assistant (2015-2016)