**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)