

Eleanor Collins

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EDUCATION

Northeastern University - Khoury College of Computer Science | College of Arts, Media, and Design

Sep 2023 - May 2027

B.S. Combined Major in Computer Science and Media Arts, Concentration in Animation

Cumulative GPA: 3.50/4.00

Relevant Coursework: Object Oriented Design; Fundamentals of Computer Science 1 & 2; Programming with Data; Animation Basics; Making with Video, Sound, and Animation; Programming in Python; Programming in C++; Color and Composition; Designing Interactive Experiences

SKILLS

Programming Languages: Java, Python, MySQL, C++, JavaScript, HTML, CSS

Frameworks: Flask, REST APIs, React

Programming Softwares: Eclipse, IntelliJ, Visual Studio

Operating Systems: MacOS, Linux, Windows

Other Skills: Adobe After Effects, Premiere Pro, Illustrator, Lightroom, and Photoshop, Procreate, Blender, Rhino, 2D Animation, RenPy, Unity, Maya

EXPERIENCE

PickleJar Games

Sep 2024 - Present

Co-founder, Art Direction

- Created a game development studio with fellow students, lead art direction and storyline creation for our projects.
- Collaborate with two other developers using Procreate Photoshop, Github, and RenPy to create visual novel games using Python.
- Created backgrounds, avatars, scripts, and storylines for each game.

Rye Nature Center, Rye NY

Jun 2022 - Aug 2024

Group Leader

- Managed 2-3 counselors at a time, created and managed schedules for daily activities of both campers and counselors.
- Delegated tasks, resolved conflict, and fostered a safe and enjoyable environment for children.
- Managed groups of up to 20 children of ages 3 - 12.
- Delivered art, life science, and nature related content lessons to students and reinforced core concepts.

Punderella, Rye, NY

May 2023 - Jun 2023

Graphic Web Design Intern

- Designed and created a Shopify website and logo for a local greeting card company.
- Created photography and related graphic elements in Adobe Illustrator, Photoshop, and Procreate to use as commerce content, backgrounds and headers.

PROJECT EXPERIENCE

The Killer Date | Python

Sep 2024 - Present

- Collaborated with developers under PickleJar Games to make a visual novel game.
- Created narrative and script elements and designed character art and visual elements used in gameplay.
- Developed interactive game mechanics, coding user interfaces and interactions using Python to deliver a seamless gameplay experience.

Coffee Stats | Python, Flask, REST APIs, Streamlit

Nov 2024 - Dec 2024

- Worked with group of 4 developers to create a prototype of a data-driven application designed to simplify the co-op process by creating an easy way for students to connect with co-op resources like specific companies or students who have completed co-ops in the past.
- Using Flask, designed a Streamlit web application in Python and designed REST APIs to communicate with customized MySQL databases.

INTERESTS

Interests: Game Development, Coffee, Guitar, Snowboarding, Musical Theater, Taylor Swift, Movies, Cooking, Baking