

# Emmie Regan

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## EDUCATION

### Wellesley College

*Bachelor of Arts in Media Arts and Sciences (Computer Science Concentration),  
Minor in Psychology*

GPA: 3.66

Wellesley, MA

Expected Graduation May 2026

### Brown University

*Coursework in Black Popular Culture Analysis*

Providence, RI

Summer 2022

### Massachusetts Institute of Technology

*Introduction to Computer Science and Programming*

Cambridge, MA

Spring 2024

**Relevant Coursework:** Intro to 4D Design, Intro to Game Design, Computing for the Socio-Techno Web, Introduction to Statistical Analysis in Psychology, Personality, Cognition, Latino Music and Identity, Human-Computer Interaction

## HSF Scholar

## SKILLS

**Computer:** SPSS, Unity, HTML, CSS, JavaScript, C#, Python, Figma, Google Suite, Microsoft Office Suite

**Languages:** Spanish – working proficiency

## RELEVANT PROJECTS

### The Wellesley Effect, *Intro to Game Design, Fall 2023*

- Created a game that took a humorous/satirical approach to the Wellesley experience in collaboration with a fellow classmate.
- Scripted time and health based event systems for Unity platform in C# through various iterations to ensure smoother functionality
- Collected and pixelated real campus images using Fotor to generate highly realistic game art.
- Layed out stages/levels and implemented scripts to ensure that levels advance smoothly when level is won

### Panda Portions, *Intro to Game Design, Fall 2023*

- Developed a 2-minute long fall-and-catch game using cultural imagery in collaboration with another classmate
- Implemented a combination of original and premade visual assets
- Scripted a randomized timed spawner in C# using Visual Studio Code

### Exploration Website on Large Language Models, *Computing for the Socio-Techno Web Fall 2023*

- Consolidated fundamental information about how large language models are impacting undergraduate education and research in a website with 2 other partners in order to make the information more accessible to a wider audience
- Designed a cohesive style using CSS, while implementing the content using HTML to make an eye-catching and dynamic website

## LEADERSHIP EXPERIENCE

### Wellesley Game Development

*Events Chair*

- Organizing events such as Game Jams and workshops in order to make game development more accessible to the Wellesley community
- Maintained command of game design topics such as Unity and immersive play
- in order to assist Gam Jam participants

Wellesley, MA

Spring 2024-Present

### Wellesley for Caribbean Development (WiCkeD)

*Treasurer*

- Managed over \$3,000 in allocated funding to host biweekly events in order to connect WiCkeD with the Caribbean community in the greater Boston area
- Brainstormed and executed creative fundraising ideas with other officers that promoted cultural exchange and community development

Wellesley, MA

October 2022 – Present

### GameHeads Classic

- Participated in lessons in both artistic and technical areas of game design such as C#, Python, and Unity taught by industry professionals
- Working with a team to create and put out an independent project in Summer 2024 with a role in level design

February 2024 - Present