

Regina Fabio

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Portfolio: <http://gfabio.github.io/personal/games.html>

Experience

Reitner Help Desk

University of Rochester, Rochester, NY
November 2014 –December 2014

- Answered questions about available technology
- Used and taught the use of 3D printers
- Left due to Study Abroad

Software Quality Assurance Intern

Quintiles, Inc., Cambridge, MA
June 2014 – August 2014

- Tested Electronic Data Capture (EDC) systems for pharmaceutical studies against technical specifications
- Filed bug reports using Workbench and JIRA
- Organized files using Microsoft SharePoint

Projects

Global GameJam 2016

- Developed game in Unity 3D
- Created assets with Maya 2015, GIMP, and Garageband

Digital Media Capstone 2015-2016 (In Progress)

- Designed game; wrote project plan documentation and game script
- Organized, scheduled, and lead team members
- Designed levels and drew concept art in Paint Tool SAI
(<http://astergame.tumblr.com/tagged/art>)
- Modeled characters in Maya 2015 and Sculptiris
- Presented game in PowerPoint and Google Presentations

History of Games, Singapore, Spring 2015

- Analyzed games and game mechanics (<http://gfabdm2004.tumblr.com>)
- Designed game; see Capstone, above

3D Production, Singapore, Spring 2015

- Created 3D models and rigged and animated a video in Maya 2015, as a team (<https://www.youtube.com/watch?v=f25Cwb1WN50>)

Introduction to Digital Art, Rochester NY, Fall 2014

- Built a game using Processing, Python, and Photoshop
(<http://www.openprocessing.org/sketch/175329>)

Education

B.A. in Digital Media Studies

University of Rochester, Rochester, NY
May 2016

- Minors in Computer Science, Japanese, and History

Interests

Game Development, with experience with Unity 5 (3D) and Maya 2015

Coding and Web Design, including Python, HTML, CSS, and PHP languages, Android Development, some SQL, and the WordPress system

Art and Graphic Design, with experience with Photoshop