

## **Regina Fabio**

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### EDUCATION

**B.A. in Digital Media Studies** | May 2016 | Minors: Computer Science, Japanese, History

University of Rochester, Rochester, NY, USA

#### Relevant Coursework

- Video Game Studies – discussed theory of games and topics in ludology
- Principles of HCI – learned basics of interface design
- The Science of Data Structures – programming data structures with Java

**Study Abroad in Interactive Media** | Spring 2015

Nanyang Technological University, Singapore

#### Relevant Coursework

- History of Games – learned tools for analysis and creation of video games
- 3D Production – modeled and animated a video in Maya 2015
- Narratives for Interaction – wrote and read interactive stories

### EXPERIENCE

#### **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

#### **The Rite – Video Game**

Global GameJam 2016

- Developed game in Unity 5 3D; coded in C#
- Created assets in Maya 2015, GIMP, and Garageband

#### **Aster – Video Game**

University of Rochester Digital Media Studies Capstone

October 2015 – April 2016

- Designed overall game concept and individual levels; organized and led team
- Wrote technical documentation and game narrative script
- Modeled characters in Maya 2015 and Sculptiris; drew concept art

### OTHER SKILLS

- Proficiency with Python, HTML, CSS; experience with PHP and SQL
- Android Development (Java)
- Experience with Photoshop CS4 and GIMP
- Proficiency with Microsoft Office Software, including Word and Excel
- Strong communication skills