Holly Allen

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Education

ROCHESTER INSTITUTE OF TECHNOLOGY: ROCHESTER, NY   August 2020 – May 2024
- Bachelor of Science: Game Design and Development
- Dean's List: 2020 - Spring 2021, Spring 2022
- Cumulative GPA: 3.57

Skills & Abilities

PROGRAMMING & MARKUP LANGUAGES
- C# & C++
- HTML 5 & CSS
- JavaScript

SOFTWARE
- Visual Studio & Visual Studio Code
- Unity Engine
- Unreal Engine
- Autodesk Maya
- GitHub
- Perforce
- Jira
- Confluence

LEADERSHIP
- Organized and founded a club from the ground up for LGBTQ+ students in STEM majors at RIT.
- Taught groups of 4-10 students C#, programming logic, Unity Engine, and VR development.

OTHER
- Linear Algebra
- Discrete Mathematics
- Calculus I & II

Experience

ID TECH GAMING ACADEMY   June 2022 – August 2022
Work Experience/Internship
- Villanova, PA, Seattle, WA
- Instructor for groups of 4-10 beginner to advanced students in C#, Unity, and core programming concepts for VR development with the Oculus Quest 2. Instructor for Blender and 3D modeling for Unreal Engine.

AEOP APPRENTICESHIP PROGRAM   June 2021 – August 2021
Internship
- Picatinny Arsenal, Morris County NJ
- Researched basic object and keypoint detection programs for image comparison utilizing OpenCV library and Python.

Clubs & Organizations

QSTEM   Present
- Founder and eBoard member of club focused on building community for LGBTQ+ students majoring in STEM at RIT.

Projects

PAINTED WORLD: NEO-VERSAILLES   Present
Academic Project
- Programmer on a capstone project in collaboration with the ArtCenter College of Design. Contributed to environmental programming, inventory backend, and debugging of code for the project.

IT'S SCORPIN' TIME   August – December 2022
Academic Project
- Pitched, contributed to visual design and character rigging for a simple game made in Unity Engine. Rig utilizes both forward and inverse kinematics. Utilized SCRUM methodologies throughout the proje

APOCALYPTA   January – May 2022
Academic Project
- Board game designed, developed, and tested over the course of 4 months using SCRUM and core design concepts.