

Holly Allen

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Objective

Seeking co-op utilizing design and programming skills in C# or JavaScript. Available May 2022 – August 2022.

Education

ROCHESTER INSTITUTE OF TECHNOLOGY: ROCHESTER, NY

August 2020 – May 2024

- Bachelor of Science: Game Design and Development
- Dean's List: 2020- Spring 2021
- Cumulative GPA: 3.5

Skills & Abilities

LEADERSHIP

- Mentoring middle school students: Assisted middle school students navigate the project aspect of FIRST Lego League along with technical design of their robots.
- Event organizer: Assisted high school robotics team in organizing and hosting events to introduce the wider community to STEM.

EDUCATION

- C#
- Autodesk Maya
- HTML 5 & CSS
- JavaScript
- MonoGame
- Visual Studio & Visual Studio Code
- Unity Engine

Experience

AEOP APPRENTICESHIP PROGRAM

June 2021 – August 2021

- Internship
- Picatinny Arsenal, Morris County NJ
- Researched and implemented basic object detection programs utilizing OpenCV library and Python.

Projects

PHANTOM CORRIDORS

January 2021 – May 2021

- Developed, documented, programmed, and produced assets for team project utilizing C# and MonoGame.

HAT BIRD

October 2021

- Developed 2D visual assets and game concept for 36-hour team game jam in Unity Engine.