# Holly Allen

(973)545-1585 | hea4002@rit.edu | heallen201@gmail.com | people.rit.edu/hea4002/

## Education

**ROCHESTER INSTITUTE OF TECHNOLOGY: ROCHESTER, NY**                                     August 2020 – May 2024
- Bachelor of Science: Game Design and Development
- Dean's List: Fall 2020 - Spring 2021, Spring 2022
- Cumulative GPA: 3.5

## Skills & Abilities

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

**SOFTWARE**
- Visual Studio & Visual Studio Code
- Unity Engine
- Photoshop
- Unreal Engine
- Autodesk Maya
- MonoGame
- GitHub
- Perforce

## Experience

**ID TECH GAMING ACADEMY**                                                               June 2022 – August 2022
Work Experience
- 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 and implemented basic object and keypoint detection programs for image comparison utilizing OpenCV library for Python.

## Clubs & Organizations

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

## Projects

**NEO-VERSAILLES**                                                                       Present
Academic Project
- Assisted students at the ArtCenter College of Design on their final capstone project as an environmental, player, and graphical effects programmer.

**IT'S SCORPIN' TIME**                                                                   Present
Academic Project
- Pitched and in the process for creation with a team of 6 for a 3D game in Unity Engine made in 4 months.

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

**FISH**                                                                                 June 2022
Personal Project
- Developed UI/UX, visual, and game concepts for 5-day team game jam utilizing Unity Engine.

**HAT BIRD**                                                                             October 2021
Personal Project
- Developed 2D visual assets and game concept for 36-hour team game jam utilizing Unity Engine.