

Emily "Huilin" Khouw

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PROFESSIONAL EXPERIENCE

- Social Media and Marketing Assistant**, *Rochester Institute of Technology* 10/2024 – Present
- Create social media content for the College of Computing to promote student life activities and highlight the student experience at RIT
 - Collaborate with the marketing team to create a social media strategy to attract prospective students.
- Web Developer/Designer**, *Changeling VR* 05/2024 – 08/2024
Rochester, NY
- Implemented interactive mini web games allowing players to explore the game's characters before downloading.
 - Designed and developed a promotional website for Changeling VR ensuring alignment with the game's narrative and branding.
 - Participated in daily standups to discuss progress and iterate based on feedback from supervisor

EDUCATION

- B.S. in Game Design & Development, Minor in Web Development**, *Rochester Institute of Technology* 08/2022 – 05/2026
- Courses: Game Development and Algorithm Problem Solving (C#), Rich Media Web App (HTML/CSS/Javascript), Interactive Media Development (C#, Unity), Intro to Data Systems, Software Design Principles and Patterns (Java)

TECHNICAL SKILLS

Languages

C#, Java, HTML, CSS, TypeScript, JavaScript, C++, SQL

Tools

GitHub, Node.JS, PIXI.JS, Unity, Monogame, Maya, VS Studio/Code

ORGANIZATIONS

- PR Chair** 11/2023 – Present
- Assist with club operations including planning events and managing social media.
 - Market the club's activities and fundraisers to reach a wider audience.
 - Create graphics to advertise club events and attract new members.
 - Manage social media accounts of SASE RIT.
- Media Team** 01/2023 – 05/2024
- Manage social media accounts of Nova Dance Crew at RIT with a team of three
 - Provide visually appealing graphics to advertise club events and workshops using Procreate, Canva, and Adobe Illustrator.

PROJECTS

- Dylan's Web Experience**, *Group Work Project* 05/2024 – 08/2024
- Utilized PIXI JS, Javascript, HTML, and CSS to create a meaningful web experience based on the narrative of the Changeling VR game.
 - Collaborated with supervisor and team members to iterate based on criticism and feedback.
- Inkwell**, *Solo Academic Project* 04/2025
- Developed a blogging website with a login and sign up feature
 - Utilized React.JS, Node.JS, JavaScript, and HTML to create frontend and backend
 - Enhanced website with use of MongoDB and RedisCloud
- Audio Visualizer**, *Solo Academic Project* 11/2024
- Constructed an audio visualizer website with filters for bass and treble as well as volume control
 - Utilized Bulma framework to design interface and visuals.