



invaderlucky.com

Dana Christo



dbchris3@ncsu.edu



(919) 428 - 3076



linkedin.com/in/danachristo



github.com/invaderlucky



@invader_lucky

EDUCATION

North Carolina State University | Raleigh, NC

Anticipated Graduation: Dec 2017

Bachelor of Science, Computer Science: Game Development Concentration

Major GPA: 3.96

Overall GPA: 3.77

WORK EXPERIENCE

NC State Computer Science Dept. | Java 2 Peer Teaching Fellow | Raleigh, NC

Aug 2016 - present

- Lead a lab of 24 students, presenting Java concepts and assisting with in lab activities.
- Clarify design discrepancies and new concepts in object oriented development.
- Assist 50+ students in office hours with debugging projects, using GitHub, and building on Jenkins.

Bethesda Game Studios | Programming Intern | Rockville, MD

May - Aug 2017

- Worked in C++ and ActionScript doing gameplay and UI tasks on an unannounced project.
- Completed over 60 tasks, including bug fixes, crash fixes, and feature requests on multiple platforms.
- Jumped into an giant, existing code base and started debugging and testing.

Juniper Networks | Systems Engineer Intern | Sunnyvale, CA

May - Aug 2016

- Developed Python scripts to automate upgrading software on up to 10 devices in parallel.
- Automated gathering device info and encrypted authentication process for use in Ansible playbooks.

IBM | Support Engineer Intern | Research Triangle Park, NC

May - Aug 2015

- Developed bash scripts to create a customizable environment for solving technical issues.
- Analyzed traces and log files to find product problems and sources of errors.

PROJECTS

Corgi Petter

Mar 2017

- Developed a 2D arcade style game in Unity using C# for Windows, Mac, Linux, and Android devices.
- Currently available for Android devices on Google Play and for PC, Mac and Linux on itch.io and GameJolt.
- Created all sprites, art assets, and animations used in each version.

Unseen | Empathy Studios (CSC482 - Advanced Game Projects)

Jan - Apr 2017

- Built a VR first-person survival horror game with ~10 minutes of gameplay using Unity and Oculus DK2's.
- Worked as the art lead and one of the programmers on a team of 8, using C# and Autodesk Maya.
- Created the game trailer from storyboard to final video, including trailer-specific Unity scenes.

I'll Go With You | Spectra - The Women's Hackathon, San Bruno, CA

July 2016

- Designed and developed an Android app using GIMP and Android Studio in under 12 hours.
- Utilized Firebase's Geofire to implement real-time location queries in the app.
- Received "Honorable Mention" during awards.

Bagel Button | DiamondHacks, Raleigh, NC

Mar 2015

- Created an Android app on a team of 5 in under 36 hours using Android Studio.
- Designed app layout and user interface using XML and GIMP.
- Awarded "Most Creative" app.

SKILLS

Programming Languages: Java, C++, C, C#, Python, ActionScript, JavaScript, HTML/CSS, Cucumber

Software Tools: Git, Unity, Perforce, Unreal Engine, GIMP, Android Studio, Jenkins, Ansible, Selenium

Other: Project Management, Multitasking, Teamwork, Customer Service, Analysis

LEADERSHIP

Women in Computer Science at NC State | Media Director

2015 - present

Video Game Development Club at NC State | Junior Officer

2015 - present

Students & Technology in Academia, Research and Service

2015 - present

FLAMES Outreach | Workshop Leader and Volunteer

DiamondHacks Organizer | Media and Marketing Lead

2016 - present

NC State Computer Science Ambassador

2016 - present