Dana Christo

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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, present on Java concepts, and assist with in lab activities.
- Clarify design discrepancies and new concepts in object oriented development.
- Assist 80+ 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 PC and console platforms.
- Jumped into an extensive, 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 to combat NC House Bill 2 using 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 to generate a bagel and cream cheese combo using Android Studio in under 36 hours.
- Designed application layout and user interface using XML and GIMP.
- Awarded "Most Creative" app.

SKILLS

Programming Languages: Java, C++, C, C#, Python, ActionScript, JavaScript, HTML/CSS, Angular, SQL
Software: Git, Unity, Perforce, Unreal Engine, GIMP, Android Studio, Adobe Illustrator, Jenkins

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 | *Workshop Leader and Volunteer*   2015 - present
DiamondHacks Organizer | *Media and Marketing Lead*   2016 - present
NC State Computer Science Ambassador   2016 - present
Unity Student Ambassador Beta Class   2017 - present