ANNA BROWN

annalog.dev || esports.anna@stevens.edu

EXPERIENCE

9/2018 - PRESENT

STEVENS ESPORTS, FOUNDER AND GENERAL MANAGER

- Established nine and counting esports teams for leagues including Tespa and CSL
- Illustrated graphics for use during livestreams and promotional materials
- Moderating our Discord server and working to promote positive community through a custom Discord bot, PosiBot
- Developing online presence through Twitter

3/2018 - 3/2019

COMPUTER AND CONSOLE GAMING SOCIETY, TREASURER

- Budgeted over $12,000 per year for club purchases, including new games and consoles, catering, and prizes for the largest student-run club on campus
- Cultivated club's positive relationship with Financial Office faculty
- Promoted a welcoming and dynamic community through the use and moderation of an online Discord server

12/2017 - 8/2018

SOCIETY OF WOMEN ENGINEERS, PR CHAIR

- Designed flyers, infographics, and other marketing materials using Photoshop
- Increased visibility of women in engineering through social media and events on campus
- Developed club's online presence via Facebook and Instagram

ONGOING

STEVENS GAME DEVELOPMENT CLUB (SGDC)

- SGDC Game Jam B - *FORCE*, 3rd Place
- SGDC Game Jam C - *cope*, 1st for visual design and 5th overall
- SGDC Game Jam D- *FORCE 2*, 3rd Place
- Assets/Design for *Sandwich Stacker*, a game for children with learning disabilities
- Contributed assets to various other student projects

EDUCATION

8/2017 - PRESENT

STEVENS INSTITUTE OF TECHNOLOGY, HOBOKEN NJ

B.S. in Computer Science, Expected May 2021

GPA: 3.2 / 4.0

Awards: Presidential Scholarship, Martha Bayard Stevens Scholarship, FIRST Robotics Scholarship

Organizations: Computer and Console Gaming Society (C2GS), Stevens Game Development Club (SGDC)

Skills: Java, C++, HTML/CSS, Google Suite, Microsoft Suite, Adobe Photoshop, Adobe Premiere