ANNA BROWN

ANNALOG.DEV || ESPORTS.ANNA@GMAIL.COM

WORK AND EXPERIENCE

9/2019 - PRESENT

TESPA TOOLS DEVELOPER
-Designing, developing and maintaining solutions to support collegiate gaming, tournaments, & events based on functional and system requirements
-Collaborating with internal stakeholders to identify optimal scalable solutions

9/2018 - PRESENT

STEVENS ESPORTS, FOUNDER AND PRESIDENT
-Established student run organization with 16 teams for leagues including Tespa and CSL
-Illustrating graphics for use on livestreams, social media, and as promotional materials
-Developed Discord bot with community management tools for use in our private server
-Collaborating with gaming club to host sponsored esports events and tournaments

3/2018 - 3/2019

COMPUTER AND CONSOLE GAMING SOCIETY, TREASURER
-Budgeted over $12,000 per year for large monthly events and club equipment
-Managed club resources and student hardware rentals
-Cultivated club's positive relationship with Financial Office faculty
-Promoted a welcoming and dynamic community online and in-person

ONGOING

GAME DEVELOPMENT PROJECTS
Stevens Game Development Club (SGDC) Game Jams:
   FORCE: Classic- 3rd Place, a 2-4 player arena fighting game
   cope- 1st for Visual Design and 5th overall, a single player puzzle platformer
Ongoing Projects:
   Sandwich Stacker: for children with learning disabilities, developed for Life Skills Software
   *FORCE: B*ased on previous game jam submissions to be released on Steam in 2020

EDUCATION

8/2017 - PRESENT

STEVENS INSTITUTE OF TECHNOLOGY
B.S. in Computer Science, Expected May 2021
GPA: 3.3 / 4.0
Organizations: Computer and Console Gaming Society (C2GS), Stevens Game Development Club (SGDC), Alpha Phi Omega (APO), Stevens Women in Computer Science (SWiCS)

4/2019 - 9/2019

UNIVERSITY OF CALIFORNIA, IRVINE
Certificate in Esports Management, Received September 2019
GPA: 4.0 / 4.0

TECHNICAL

-Java, C, C++, HTML, CSS, JavaScript, Python
-Google Suite, Microsoft Suite
-Adobe Photoshop, Adobe Premiere, Procreate, Paint.Net, Canva
-GameMaker Studio 2, Ren.py, Unity