

ANNA BROWN

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EXPERIENCE

- 9/2018 - PRESENT **STEVENS ESPORTS, FOUNDER AND GENERAL MANAGER**
- Overhauled previous program into more developed organization
 - Established nine and counting esports teams, which compete in Tespa and more
 - Illustrated branding materials for use on social media
 - Managing our Discord server and working to promote positive community
- 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 tournament prizes for the largest student-run club on campus
 - Maintained club's good standing with Financial Office and Student Life faculty
 - Promoted a welcoming and dynamic community through the use 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
 - Managed club's online presence via Facebook and Instagram
- ONGOING **GAME DESIGN AND DEVELOPMENT**
- 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