

ANNA BROWN

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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, on social media, and as promotional materials
- Moderating our Discord server and working to promote positive community through a custom bot
- Collaborating with gaming club to host esports related events and tournaments with support from various partners

3/2018 -
3/2019

COMPUTER AND CONSOLE GAMING SOCIETY, TREASURER

- Budgeted over \$12,000 per year for club purchases, including new games and consoles, event 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 and other marketing materials to spread awareness of club events
- Fostered a supportive community of women engineers through social media and campus events
- Produced graphic content for the club's Facebook and Instagram accounts

ONGOING

GAME DEVELOPMENT

Stevens Game Development Club (SGDC) Game Jams:

- *FORCE: Classic*- 3rd Place, a 2-4 player fighting game
- *cope*- 1st for Visual Design and 5th overall, a single player platformer
- *FORCE: Classic 2*- 3rd Place, content update for previous submission
- Contributed assets to projects for Game Jams E, F

Ongoing Projects:

- *Sandwich Stacker*: a game for disabled children, developed for Life Skills Software
- *FORCE*: Ongoing project based on previous game jam submissions

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 -
PRESENT

UNIVERSITY OF CALIFORNIA, IRVINE

Certificate in Esports Management, Expected September 2019

GPA: 4.0 / 4.0

SOFTWARE

- Java, C, C++, HTML, CSS, JavaScript
- Google Suite, Microsoft Suite
- Adobe Photoshop, Adobe Premiere, Procreate, Paint.Net, Canva