Kamryn Tate

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EDUCATION
Howard University, Washington, D.C.
B.S. in Computer Science

WORK EXPERIENCE
Data Engineer Intern
Creative Artists Agency, Beverly Hills, CA | Jun 2023 – Aug 2024

- Engineered real-time sports data pipelines in Python, reducing latency by 15%

- Analyzed and cleaned 1,000+ data entries

- Automated ETL processes with Python, cutting manual reporting time by 40%

- Collaborated with analytics and marketing teams to translate metrics into actionable insights

- Organized shareholder meetings to discuss requirements and expectations of the data

Software Developer Intern
GotGame (Remote) | Dec 2023 – May 2024

- Researched and synthesized international gaming events to guide strategic investments.

- Contributed to executive decision-making with actionable, data-driven insights.

Esports Event Production Intern
Riot Games (Remote) | Jun 2022 – Aug 2022

- Coordinated logistics for a 23,500-attendee League of Legends tournament, ensuring seamless operations

- Liaised with broadcast, marketing, and security teams to synchronize live event activities

- Designed and analyzed post-event surveys, generating 10+ recommendations for future improvements

- Managed schedules for 50 volunteers and vendors, maintaining 95% on-time performance

- Optimized crowd engagement strategies, boosting satisfaction scores by 20%

PROFESSIONAL PROJECTS
Senior Project – Rogue Bison
Howard University | Aug 2024 – May 2025

- Led procedural level generation design in Godot, increasing replayability metrics by 25%

- Prototyped core gameplay loops,, integrating adaptive difficulty based on player performance

- Ran weekly playtests with 15+ participants, translating feedback into 30 prioritized JIRA tickets

- Collaborated with 4 engineers and 3 artists to polish UI elements (health bars, inventory), improving clarity and responsiveness

- Managed Agile rituals—story writing, sprint planning, reviews—achieving 100% milestone delivery

VOLUNTEER EXPERIENCE
Women's Liaison
Howard University Gaming Society | Aug 2023 – Present

- Organized monthly inclusive gaming nights, increasing average attendance from 4 to 10

- Built a Discord server to foster community and development

Event Coordinator
Howard University Esports | Sep 2022 – May 2023

- Planned and executed 6 campus tournaments, handling venue, tech, and vendor coordination

- Launched social media campaigns that increased registrations by 50%

SKILLS

- **Systems:** Unity, Godot, Unreal, JIRA, GitHub, Figma, Azure, SQL Server Management

- **Programming & Scripting:** C#, GDScript, Python, SQL