Kate Scarboro

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[LinkedIn](#) | [GitHub](#)

Objective

Passionate Computer Science student with hands-on experience in Unity game development, AI systems, and collaborative project work. Seeking a Unity internship to apply game design skills, strengthen C# proficiency, and contribute to innovative interactive experiences.

Technical Skills

- **Languages:** C#, Python, JavaScript

- **Tools & Engines:** Unity, Visual Studio, Git, GitHub, Trello

- **Game Dev Concepts:** Game loops, object pooling, AI pathfinding, physics, time manipulation

- **Soft Skills:** Team collaboration, communication, problem-solving

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Education
University of North Carolina at Charlotte — Charlotte, NC
B.S. in Computer Science — Expected Graduation: June 2024

Project Experience

SuperPuzzleBar — *Unity (C#)*
Aug 2023 – Dec 2023

- Designed and developed a 2D puzzle platformer using Unity, integrating player movement with time manipulation and a ghost replay mechanic.

- Engineered the game loop and interaction system, focusing on smooth UX and player feedback.

- Published on GitHub with over 100 commits tracking the development cycle.
  [GitHub Repo](#)

Soundscape — *Unity (C#), AI*
Aug 2023 – Dec 2023

- Implemented AI enemy pathfinding using Unity NavMesh and FSMs, contributing to immersive enemy behavior.

- Collaborated in an Agile team of 4, participating in sprint reviews and Unity scene integrations.
  [GitHub Repo](#)

SpaceBugBlast — *Unity (C#)*
Feb 2022 – May 2022

- Independently developed a roguelike shooter prototype in Unity. Features included procedurally generated levels, increasing difficulty, and dynamic enemy spawns.

- Showcased at university game showcase event.
  [GitHub Repo](#)

Tower-Babel — *Web Application (JavaScript, Firebase)*
Feb 2023 – May 2023

- Spearheaded the development of a blog-based web app with secure user authentication and interactive content system.
  [GitHub Repo](#)

Work Experience

CMS Cafeteria — *Batch Cook*
Aug 2024 – Present

- Streamlined food preparation processes for a team of 6, reducing meal prep time by 30% while maintaining quality standards, ultimately serving over 600 meals twice daily.

Thinking Feet — *Online Math Tutor*
Sep 2023 – Jul 2024

- Developed and implemented interactive lesson plans using digital tools, leading to a 50% increase in homework completion rates and boosted student confidence as reflected in standardized test scores.