

CLAIRE KOVAL

Interactive Media Developer

 clairekoval.com

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 607.346.1345

Aspiring to create and collaborate on content that is ethical, impactful, and accessible.

SKILLS

Development

JavaScript, HTML, CSS, C#, Swift iOS, Node.JS, Git, Vue.js, React, jQuery, PHP

Design

Illustrator, InDesign, XD, After Effects, Photoshop, Autodesk Maya

PROJECTS

Infographic

Designer — 2018

Created an infographic on waste in the meat industry using Adobe Illustrator.

FoodR

Developer — 2018

Developed a web app that uses user location or zip code to find nearby restaurants on OpenTable.

Asteroids: The Pollinator Edition

Developer — 2018

Recreated the classic video game in C# based Unity so the user can shoot bees at flowers.

Audio Visualizer

Co-Developer — 2018

Created a responsive web-based audio visualizer in Javascript.

HOBBIES

Intramural Frisbee
Girls Who Code Speaker
Pianist

EXPERIENCE

Rochester Institute of Technology

Teaching Assistant — 2019

Graded and revised work of students for the course Interaction, Immersion, and Media Interfaces.

Bottomline Technologies

UI Development Intern — 2018

Supported sprint commitments, unit test coverage, codebase refactoring, and accessibility.

WITR Radio

Program Director — 2018

Managed all broadcasting in compliance with FCC rules and regulations.

Corning Museum of Glass

Museum Explainer — 2014

Gave tours on the science and art of glass making and oversaw children's activities.

EDUCATION

Rochester Institute of Technology

BS, New Media Interactive Development '20

Cumulative GPA: 3.74

Immersion in Advertising & Public Relations

Notable Courses

Web Design and Development, Unity Development, C# Programming, iOS App Development

Organizations

UI/UX Club, Women in Computing, Society of Asian Scientist and Engineers, Student Environmental Action League