CLAIRE KOVAL
Interactive Media Developer

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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