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, jQuery, PHP

Design
Illustrator, InDesign, XD, After Effects, Photoshop

EXPERIENCE

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.

HOBBIES

Intramural Frisbee
Girls Who Code Mentor
Proficient in Spanish
Pianist
Amateur but enthusiastic cook

PROJECTS

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.

Interactive Landscape
Developer — 2017

Used the Snap.SVG JavaScript library to create an interactive experience.

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