

Claire E. Koval

Interactive Media Developer

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klaircoval.org

Working to create and collaborate on content that solves challenges through simplicity and inclusivity.

SKILLS

DEVELOPMENT

JavaScript, HTML, CSS, C#, Swift iOS, Node.JS, Git, jQuery, PHP, p5.js, Processing

DESIGN

Illustrator, Photoshop, InDesign, Lightroom, Xd, PreSonus Studio One

PROJECTS

FOODR

Developer — 2018

GitHub: github.com/klaircoval/FoodR-WebApp
Created a web app that uses user location or zip code to find nearby restaurants that take reservations.

AUDIO VISUALIZER

Co-Developer — 2018

GitHub: github.com/klaircoval/AudioVisualizer
Created a responsive web-based audio visualizer that reacts to multiple audio files using JavaScript.

ASTERIODS: THE POLLINATOR EDITION

Developer — 2018

Recreated the classic video game, asteroids, in Unity using C#.

INTERACTIVE LANDSCAPE

Developer — 2017

GitHub: github.com/klaircoval/InteractiveWebGraphics
Used Snap.SVG Javascript-based library to create an interactive animated website.

HOBBIES

Intramural Frisbee
Pianist
Proficient in Spanish

WORK EXPERIENCE

BOTTOMLINE TECHNOLOGIES — PORTSMOUTH, NH

UI Development Intern — 2018

Supported sprint commitments, unit testing, and general refactoring of codebase.

WITR RADIO — ROCHESTER, NY

Program Director — 2018

Managed all broadcasting. Conducted artist interviews, recorded podcasts, and worked to create partnerships with other organizations.

Junior Music Director — 2018

Utilized Rivendell open source radio automation to edit audio and manage scheduling.

Imaging Director — 2017

Created radio imaging using PreSonus Studio One.

CORNING MUSEUM OF GLASS — CORNING, NY

Museum Explainer — 2014

Trained in the history of glass. Educated visitors on the arts and sciences of glass making and gave tours.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

Rochester, NY — 2020

BS New Media Interactive Development
Minor in Advertisement and Public Relations
GPA: 3.68

Notable Courses

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

Organizations

UI/UX Club, Student Environmental Action League, Women in Computing