




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, Git, Node.JS, React, MongoDB, Redis, Ruby, Swift iOS, jQuery, PHP

Design

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

PROJECTS

LagerLogger

Developer — 2019

Created a web app using NodeJS, MongoDB, and Redis that lets users to log beers and breweries.

PetalPedia

Developer — 2019

Developed an API-powered web app in Node.JS that handles flowers and their grow environments.

Asteroids: The Pollinator Edition

Developer — 2018

Recreated the classic game in C#-based Unity so the user shoots bees at flowers.

Audio Visualizer

Co-Developer — 2018

Created a responsive web-based audio visualizer in Javascript Canvas.

HOBBIES

Intramural Frisbee
Girls Who Code Mentor
Pianist

EXPERIENCE

VoltServer Inc.

Software Engineer — June 2020 to Present

Improve UI/UX design of products, design marketing materials, and triage bugs.

Previously worked as Engineering Intern during summer 2019

Rochester Institute of Technology

Teaching Assistant — Spring 2019

Graded student work for the course Interaction, Immersion, and Media Interfaces.

Bottomline Technologies

UI Development Intern — Summer 2018

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

WTR Radio

Program Director — 2017 - 2019

Managed and scheduled all broadcasting in compliance with FCC rules and regulations.

Previously worked as Imaging and Junior Music Director.

EDUCATION

Rochester Institute of Technology

BS, New Media Interactive Development — 2020

Cumulative GPA: 3.81

Minor in Advertising & Public Relations

Notable Courses

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

Organizations

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