MIRANDA (RANDI) COVER

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mcover.github.io

EDUCATION

Massachusetts Institute of Technology (2012-2016)   Cambridge, MA
- Bachelor of Science in Mathematics with Computer Science (18C)
- Minor in Ancient and Medieval Studies

WORK EXPERIENCE

Funkitron, Inc. (June 2016-Present)   Cambridge, MA
- funkitron.com
- Worked on Cascade as Game Designer/Programmer

MIT Game Lab UROP (June 2015-May 2016)   Cambridge, MA
- gamelab.mit.edu
- Helped set up the MIT-Shenkar Meaningful Games Workshop (also participated in)
- Worked on Real Estate Game as Artist/Programmer
  - Responsible for game prototyping and balancing, art, programming, UI design and implementation, project management, QA testing, and debugging

PROJECTS

Cascade (June 2016-Present)
Mobile Game (Apple App Store or Google Play Store)
- Match 3 slots game on iOS, Android, and Fire
- Responsible for designing new levels, implementing new mechanics, balancing new levels, new mechanic animations, localization bugs, lead design for lands (in rotation with other designers), sound implementation

LYGO (Summer 2015)
Unity 5 Android Game (mcover.github.io/lygo.html)
MIT Game Lab and the Shenkar Institute in Tel Aviv
Lygo is a minimalist exploration game. The player must explore their surroundings and discover what the world has to offer. The game focuses on the reasons we leave home, what it feels like to leave, and what it feels like when we return to our previous homes.
- Responsible for prototyping, programming, project management, some level design, some art assets, testing, and debugging
- Submitted to student festivals and shown at Tel-Aviv Innovation Festival 15

Snake-Time Continuum (Spring 2016)
Unity Game (mcover.github.io/snakes.html)
Two week group assignment for CMS.611 Creating Videogames course
Snake-Time Continuum is a puzzle game. The player must manipulate snakes to reach their corresponding tiles at the same time without running into each other.
- Responsible for art, UI design and implementation, QA, and debugging

More Projects on mcover.github.io

SKILLS

High Proficiency in Python, C# (with Unity), Lua, Java, Unity 5, Perforce, Git, and LaTeX
Moderate Proficiency in R, Construct 2, Photoshop, and Audacity
Learning C++
Bonus: Hat knitting at extraordinary speeds and bad puns