



Megan C. Smith

I am an energetic front-end developer for new media forms.

Contact

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Education

New Media Interactive Development BS
Game Design and Development MN
Rochester Institute of Technology
Fall 2014-present

Coding

C# **

HTML/CSS **

JavaScript **

Swift *

C++ *

Software

Microsoft Visual Studio 2015

Xcode 7

Unity 3.1

Adobe Photoshop CC 2017

Adobe Illustrator CC 2017

Autodesk Maya 2014

Experience

Teacher's Assistant

Multi-platform Media App Development
January 2017 - Current

Was asked to sit in class and help a class of 19 students with coding questions and problems in Swift. Was also in charge of grading weekly homework and recommended ways to improve code as grading feedback.

Barista

Midnight Oil
January 2016-present

Made and served coffee drinks to several customers in a timely manner. Was responsible for cleaning and organizing/stocking the shop during closing time.

Projects

Most projects can be found at:

<https://people.rit.edu/mcs2515/330/portfolio/index.html>

Magical Visualizer

A music visualizer made heavily with JavaScript. Visuals are presented to the user based on the waveform and frequency of the music file. Project focused on using the Canvas API and the Web Audio API.

I Like to Eat Too!!

A side-scrolling digital game using the Canvas API. Player play as a caterpillar whose goal it to eat leaves all while avoiding the enemy birds. Project heavily focused on the mastery of JavaScript.

To Cook or Not to Cook

This webpage allows for hungry users to find a dish to make for themselves or to find nearby restaurants. JavaScript was used to create several options for the user to choose from. Webpage uses both the Yummly API and the Google Places API.

<https://www.linkedin.com/in/meganchunyusmith>

Skill Level: * Beginner **Intermediate ***Expert