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 **
C++ **
Swift *

Software

Microsoft Visual Studio 2015**
Qt **
Xcode 7*
Unity 3.1*
Adobe Photoshop CC 2017 **
Adobe Illustrator CC 2017 **

Experience

Teacher's Assistant

Multi-platform Media App Development
January 2017 – May 2017

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.

GUI Developer

Mastodon Design
May 2017 – present

Worked on the graphical user interface for the company's software. Was responsible for creating a clean user interface, coding new features, and designing icons that conveyed their function.

Projects

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 is 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.

More projects can be found at:
https://people.rit.edu/mcs2515/portfolio/

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