



Melissa Young

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Skills

Languages

JavaScript, HTML & CSS, C#,
Java

Tools and Frameworks

Git, Unity, Visual Studio,
Eclipse, Photoshop, Illustrator,
Maya, Angular

Exposed To

Python, Flask, SQLite, PHP,
C++, Handlebars, ReactJS

Organizations

Women in Computing

Outreach committee head

Society of Software Engineers

Member

Objective

To find a full time position that starts around June 2016

Education

Rochester Institute of Technology | BS in Game Design and Development

Expected graduation May 2017

Experience

Student Lab Worker | Interactive Games and Media Department, RIT - 9/2014 – Current

Manage computer lab operations including troubleshooting equipment and providing tutoring services.

Software Engineer Co-op | Intuit Inc., San Diego Campus - 2/2016 – 8/2016

Frontend Developer for Social Dev team. Worked on feature development for marketing tools as well as developed user flows with new features to be tested by customers. Lead on gamification project and proposed ideas to managers with positive reception. Won Best Solution and a leadership award for internal co-op competition called Codechella.

Student Researcher | Software Engineering Department, RIT - 6/2014 – 9/2015

Worked on feature development for Lego NXC programming environment that is accessible to the visually impaired. Worked on front end development for a data analyzing web application that utilized sonification. Assisted in teaching a two-week summer camp using technologies developed at the Perkins School for the Blind in Watertown, MA.

Projects

Audition Aid | Women in Computing Hackathon 2015

Won Best Microsoft Hack

Worked with a team to create a web application that generates a list of audition songs based on age, vocal range, and gender of the part being auditioned for. Search results also included Spotify play buttons so users can listen to the songs.

Mea Ola | Brick Hacks 2015

Won Best Game

Worked with a team to create a game for virtual pets that live in the chrome browser. The two parts of the project included the chrome extension and an arena created in Unity.

Buttons Grid | Personal Project

Web game where players attempt to solve each level but recreating the button pattern given. The twist is that clicking certain buttons will activate other buttons on the grid without user interaction.