

Melissa Young

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Education

Rochester Institute of Technology

Bachelor of Science in Game Design and Development | **Expected Graduation: May 2017**

Experience

Student Lab Worker | Interactive Games and Media Department

9/2014 – Current

Manage normal lab operations including troubleshooting issues with lab equipment as well as provide tutoring services and assistance to students

Student Researcher | Software Engineering Department

6/2014 – Current

Worked with Java in Eclipse on a programming environment for Lego NXC robots that would be accessible to those with visual impairments

Student Employee | The Commons Dining Hall

2/2013 – 5/2014

Worked in various stations of the dining hall including food preparation, grill server and cook, pizza chef, and sub shop

Projects

Audition Aid | Women in Computing Hackathon 2015

A web application dedicated to locating musical audition pieces for theater tryouts. It provides users with pieces similar to their try out role by matching age, gender, and vocal range. It also provides Spotify play buttons for matched songs. The backend of this project was done using Python with Flask and SQLite while the frontend was created using JQuery, and Twitter Bootstrap.

Skills

Programming Languages | C#, Java, Python, HTML, CSS

Tools & Frameworks | Eclipse, Git, Sublime Text 3, Visual Studio

Exposed to | PHP, JavaScript, Flask, SQLite

Conversant in Portuguese

Clubs and Organizations

Out Reach Committee Head | Women in Computing

Winter Ball Committee Head | Society of Software Engineers

Member | Ballroom Dance Club