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. Also worked with JavaScript to create a data analyzer web application that allows user to create or load data and interact with it using sonification.

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.

Mea Ola | RIT Brick Hacks 2015

A chrome extension that allows users to raise a creature as they surf the internet. Creatures gain stats based on the different types of websites that user visit while allowing for interaction with the creature such as feeding it and putting it to sleep. Users can also play games with their creatures and challenge other users creatures in an arena created with Unity with C# scripts. The chrome extension was created with JavaScript, HTML, and CSS.

Skills

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

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

Exposed to | PHP, Flask, SQLite

Conversant in Portuguese

Clubs and Organizations

Out Reach Committee Head | Women in Computing

Member | Society of Software Engineers

Member | Ballroom Dance Club