Maddalen DeMars

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EDUCATION

Georgia Institute of Technology Atlanta, GA   Graduation: Fall 2023
BS in Computational Media, Concentration in People & Interaction Design   GPA: 3.86

WORK EXPERIENCE

Infinity Ward   May 2022 - August 2022
UI Design Intern
- Worked with the UI/UX team at Infinity Ward on Modern Warfare 2
- Implemented UI in the game by coding in LUA and using a UI editor

Fiserv   June 2021 - August 2021
UX Design Intern
- Worked under the Knowledge Management team to redesign/modernize the Card Services Knowledge Center to be more user friendly and update all outdated information
- Used website building languages such as: HTML, CSS, and JavaScript

Redbubble   May 2020 - Present
Store Owner
- Launched independent e-commerce business on Redbubble, selling original artwork and products, such as stickers, bags, shirts, and art prints

LEADERSHIP

Ivan Allen College of Liberal Arts (Georgia Tech)   January 2021–Present
Student Ambassador
- Act as a liaison between the college and prospective students and their families
- Worked as a recruiter, educator, communicator, and coordinator of tours and information sessions
- Helped as a designer for various recruiting events and social media

PROJECTS

GBA game   Spring 2022
- Coded in C, used Photoshop and Illustrator for design elements, and utilized Garageband to make original music
- Solo project to create a game that could be emulated through mGBA and nintendo cartidges

Horizons: An Arts and Tech Make-a-thon   Spring 2022
- Won the Sustainability category for mobile application prototype and clothing products
- Produced Figma prototype for app idea and 3 clothing products that were hand sewn/altered

Tower Defense Game   Fall 2021
- Built using Javafx and used Photoshop and Illustrator for design elements
- Led a team of 5 as a developer, designer, and project manager

HackGT   Fall 2021
- Worked in a team of 4 in order to compete in Georgia Tech's hackathon
- Used HTML, CSS, and JavaScript as the front-end developer of the team
- Won the NCR mini challenge for digital art and attended various workshops

SKILLS

Programming Languages
- Python
- Java
- C
- HTML
- CSS
- JavaScript
- Lua

Design/Prototyping Software
- Figma
- Adobe Creative Suite
- Blender
- Procreate

Languages
- Spanish (intermediate)
- Chinese (novice)