Molly O'Donnell
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EDUCATION

University of Chicago, Chicago, IL   May 2019
- *GPA: 3.53*
- *Majors: Visual Arts, Computer Science*

TECHNICAL SKILLS
- *Proficient in C#, Java, Javascript, C*
- *Familiar with Python, C++, HTML5/CSS, AngularJS*
- *Proficient in Adobe Photoshop, Illustrator*
- *Proficient in Unity*
- *Familiar with Unreal Engine 4, AWS, Blender*

PROFESSIONAL/TECHNICAL EXPERIENCE

Software Engineer II   Aug 2019 - Mar 2022
Microsoft, Mixed Reality Studio
- *Shipped Microsoft Mesh app for the HoloLens 2 using Unity*
- *Developed and implemented diverse and inclusive engineering practices*
- *Worked directly with designers to prototype and implement multiplayer features*
- *Developed AR and VR demos in a fast paced environment*
- *Shipped OS features for the HoloLens 2 in a proprietary C++ engine*

MAAD Center Student Staff   Dec 2018 - Jul 2019
MAAD Center, Media Arts and Design Center at University of Chicago
- *Assisted in development of games for social impact and creative content*
- *Assisted/led trainings in Unity3D*
- *Assisted with projects/lead trainings on laser cutting and etching, 3D modeling and printing*

Design Team Co-Leader/Lead Programmer   Oct 2018 – May 2019
Game Design Club: Jumpman, game developed in Unity
- *Programmed a series of minigames in C# in Unity*
- *Led/instructed a team of 10 developers/artists*
- *Designed game mechanics and narrative*

Software Engineering Intern   Jun 2018 – Nov 2018
Ensono, a hybrid IT solutions company
- *Assisted in development of client portal, an Angular application*
- *Deployed code to production in 2 week sprints*
- *Developed Amazon Alexa Skill that interfaced with client portal*
- *Unit tested code in Jasmine*

Technical Art Director   Dec 2017 – Jul 2018
Blue Marble Studios, a mobile app development studio
- *Led a team of artists working on UI/UX design*
- *Rendered the UI with Illustrator and Photoshop*

Graphic Design Intern   Feb 2017 – Jan 2018
Resilient Games Studio, game studio focused on social change
- *Designed graphics for games using Photoshop and Illustrator*

Head of Psychophysics   Jan 2016 – Feb 2018
Bensmaia Lab, Computational Neuroscience Lab at University of Chicago
- *3D modeled and printed various physical parts needed for experiments*
- *Collected and analyzed data regarding texture perception and proprioception in MATLAB*

Design Team Lead/Game Programmer   Fall 2018
Software Construction Class: Level Editor, a 2D platformer level editor/database in Javascript
- *Wrote the collision detectors and handlers for game objects*
- *Unit tested the game loop and constructors in Jasmine*

Other Interests
Climbing, Sheep Shearing, Ultimate Frisbee