

Lindsey Murrell

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Education

Michigan State University

May 2022

Bachelor of Science, Computer Science and Engineering

Bachelor of Arts, Games and Interactive Media

Minors: Game Design and Development; Graphic Design

GPA: 3.5

Technical Skills

- C#/C++
- Unity
- HTML/CSS
- Python

Work Experience

Michigan State University, East Lansing, MI

Student Researcher

May 2019- Present

- Design and develop projects with Unity and writing code in C# to use in research on the impacts of games and technology on the individual and society
- Lead meetings for a team of 5 student researchers
- Evaluate credible sources to coincide with ongoing research
- Assemble and survey research participants

Video Game Programmer (GEL Lab)

May 2021-Present

- Work with a team of 8-10 passionate developers to create high-quality games
- Develop code in C# and design various new in-game systems
- Add to and improve upon existing systems within an established game
- Consult with and present progress to clients
- Assess educational value of gameplay and systems within projects

Student Success Mentor

August 2020- May 2021

- Mentor and advocate for 40 students' success at Michigan State University
- Lead and facilitate social activities and weekly success meetings to foster community and collaboration
- Cultivate a sense of community while transforming to an online environment
- Serve as a role model and guide for students