

Kaelynn Amodia

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OBJECTIVE:

Seeking a game design and development position where I can develop my scripting and design skills to actively influence the development of innovative and high-performance interactive experiences.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY <i>Bachelor of Science, Game Design and Development</i>	September 2021 – December 2024
Bergen Community College (BCC), Paramus, NJ <i>Associate's Degree, Applied Science</i>	September 2019 – May 2021

SKILLS:

Programming Languages: C#, C++, HTML, CSS, Javascript, OpenGL, Node.js

Tools: Visual Studio, VS Code, Unity, Unreal, Github, Figma, MonoGame, Maya, After Effects, Clip Studio Paint, Adobe Photoshop

PROJECTS:

PIN-BRAWL | *Academic Team Project* Fall 2024

- Developed a multiplayer platformer fighting game in Unity in a team of 5
- Led UI/UX design and animations, implementing and improving the game's menus and game loop

The Secret of the Secluded Sanctuary | *Academic Team Project* Spring 2023

- Developed a top-down virtual puzzler horror game in Unity in a team of 5
- Lead sound designer, assisted in developing visual assets, as well as implemented and improved UI/UX design

Moca's Maid Café | *Academic Solo Project* Fall 2022

- Developed a web application using HTML, CSS and JavaScript
- Independently implemented all functions of a basic clicker game, also designing the UI/UX to create a pleasing aesthetic

WORK EXPERIENCE:

UI/UX Designer and Web Developer	May 2024 – December 2024
<i>RIT "Looking for Group (LFG)"</i>	Rochester, NY

- Collaborated with a team to design and develop an upcoming website looking to connect individuals interested in building software and digital media based projects
- Worked with other designers to create low and high-fidelity wireframes and develop interactive prototypes using Figma
- Conducted research and analyzed user feedback to inform significant design decisions and enhance the user experience

Lab Assistant	September 2023 – May 2024
<i>RIT CADTech</i>	Rochester, NY

- Managed and provided technical support within the College of Art and Design, including file/web services, printing, software troubleshooting, etc.
- Utilized strong problem-solving abilities to research, document, and implement solutions
- Provided excellent customer service and assisted student and staff while working in a team-oriented environment

IT Technician	March 2023 – August 2023
<i>RIT Information and Technology Services</i>	Rochester, NY

- Manage domain bound and personal machines, providing technical services such as virus removal, data recovery, computer imaging, software troubleshooting, and hardware repairs
- Assists students and staff both remotely and in-person, providing customer service and computer troubleshooting while working in a team-oriented environment

EXTRACURRICULARS:

Dance Captain/President	September 2022 – May 2024
<i>RIT NOVA Dance Crew</i>	Rochester, NY

- Founded RIT's first ever K-POP dance crew with 2 others that now has 100+ members, organizing and leading regular workshops, performances, and events to promote club activities and build our audience