

Katarina Tretter

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OBJECTIVE:

Seeking a software development internship using strong programming skills in C# and Unity.
Available May 2020 – August 2020.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2022

Bachelor of Science, Game Design and Development

GPA: 3.8

Related Courses: Game Development and Algorithmic Problem Solving II (C#), Interactive Media Development (Unity), Introduction to Web Technology for Game Developers (HTML5, CSS, JavaScript), Data Structures and Algorithms I (C++)

SKILLS:

Programming Languages: C#, C++, Java, HTML5, CSS, Python, JavaScript

Tools: Visual Studio 2017, MonoGame, Unity, Photoshop, Maya, Git, Brackets, Visual Studio Code

PROJECTS:

Hat Quest (Academic Project)

12 Weeks

- Created a Rogue-like game with turn-based combat.
- Developed in MonoGame using C# in a team of 4.
- Implemented graphical design elements, including status effect animations, screen UI, and word wrapping.
- Used GitLab to manage project versions.

Descent (Personal Project)

6 Months Ongoing

- Creating a grid-based strategy RPG in a team of 12.
- Implementing screen UI and menus

EXPERIENCE:

Accent School of Dance

September 2015 – August 2019

Assistant Teacher

Allentown, PA

- Assisted students in learning acrobatics in large and small group settings aged 6-18 years.
- Took on a leadership role when the primary teacher was absent

ACTIVITIES & INTERESTS:

Asian Culture Society, Member, August 2019 – Present

- Attend weekly meetings focused on Asian Culture and engage in activities like tabletop games.