

LILIAN READY

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EDUCATION

Rochester Institute of Technology
B.S in both Game Design and Development and Computer Science
Expected Graduation: Spring 2025
GPA: 4.0

SKILLS

DEVELOPMENT: C#, Unity, Git, VR, Monogame, Python, Jupyter Notebook

DESIGN: Adobe Certified Associate (Illustrator), Adobe Photoshop, Adobe After Effects, Figma, Basic knowledge of 3-D modeling

DOCUMENTATION TOOLS: Microsoft Suite, Google Suite

EMPLOYMENT

iDTech
Online Personal Instructor
May 2021 - Aug. 2021

Tutored small groups and individual students aged 6 to 16 with a focus on Unity 3D and C#. Personally created lesson plans, adapting as students communicated what aspects they had interest in.

PROJECTS

BeeGame

github.com/readylilian/WICHackBeegame

An educational game focused on incentivizing learning about the bees of North America. Plant and design a garden to attract and provide for the different types of bees, and play minigames along the way to determine what ending you get. I hope to encourage more people to care for bees, or at least fear them less.

- Built using **C#** in **Unity**
- Personal project, started as part of WicHack, a 24-hour hackathon
- Designed all UI/UX

VR Classroom

github.com/alex-sutay/brickhack7-vr-classroom

App with the goal of allowing students to learn in an environment closer to a classroom, with Covid-19 making in-person classes impossible for a lot of students. Places the player at a virtual desk, where they can watch the host's presentation or camera at the front of the room, with classmate's cameras arranged on simple models on similar desks.

- Built using **C#** in **Unity** and its basic **3-D models**, for **VR** use
- Personal project, created with a partner for Brickhack, a 24-hour hackathon
- Created a basic VR application with Unity's Oculus Quest toolkit

Music Generator

github.com/readylilian/MusicGenerator

A program to generate a new song given a set of songs, that would fit in the original group of songs. Uses the Magenta AI library to combine the library of songs to create an average overall song path, then generates a new song based on that average.

- Written in **Python** with **Jupyter Notebook** using the **Magenta AI Library** and its **Music Vae** model
- Personal project, created to learn Python and more about AI
- Programmed import and export of songs
- Used Music Vae to get an average of the initial songs, then create a new song based on that average

Tater Tots

A level-based running game, survive the onslaught of enemies and obstacles in order to complete the level and save the world.

- Written in **C#** in **Visual Studio** using **Monogame**, through which the **animations** were added
- Class project, created with a group of three others over the course of five sprints
- Programmed player interaction and overall game skeleton
- Designed and animated player character

ACTIVITIES

Computer Science House

Current

A living and learning environment with an emphasis on hands-on learning, and a strong social atmosphere, CSH helps its members grow as professionals with the organization's focus on learning from each other through seminars and the yearly major project requirement.

Women In Computing

Current

An all inclusive organization that provides an interdisciplinary networking forum for students, faculty, staff and alumni involved in the field of computing at The Rochester Institute of Technology through professional, leadership, mentorship, and technical development opportunities.

Cybersecurity Team

Aug. 2018 - May 2020

Competitor in Girls Go CyberStart competition - generalist, ranked third in state

Competitor in CyberPatriot competition - CISCO and networking, semi-finalists in the platinum tier