# RHIANNAN BERRY

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## Education

**B.S. Computer Science**          *Georgia Institute of Technology*          *2020*

**Coursework**   Data Structures & Algorithms, Graphics, C++ Computer Animation
**Involvement**   VGDev, Honors Program

## Interests

game dev   creative coding   technical art   tools dev   XR   computer graphics   OSS   web dev   3D modeling   human computer interaction

## Leadership Experience

**Augmented Environments Lab Research Sub-Lead**          *2018 - 2020*

Led XR projects under a research advisor in Georgia Tech's Augmented Environments Lab. Assisted less-experienced undergraduates in the lab. Developed a web tool for avatar creation using Three.js and React that was used for the IEEEVR 2020 conference.

**Game Development Club Officer**          *2016 - 2019*

Served as PR officer, Vice-President, and President of Georgia Tech's game development club, VGDev. Ran weekly meetings, organized workshops and events, and advised project leads. Our work culminated in roughly 60 members developing 4-7 complete games per semester.

**Game Development Club Project Lead**          *2016 - 2019*

Prototyped and pitched a total of 5 games to VGDev, then managed a team of 5-15 students in the complete production of said prototypes, each in a single semester.

## Skills

**Tools**

Git, Jira, Unity, Blender 2.79+, Photoshop, Illustrator, IKINEMA, GameMaker 1.4x

**Languages**

C#, Python, HTML, CSS, Javascript, Typescript, PHP, C++, Java, GoLang

**Frameworks**

Three.js, A-Frame, React, Angular, Processing

## Work History

**Georgia Tech IRIM Student Assistant**          *2016 - 2020*

Produced marketing materials for the Institute of Robotics & Intelligent Machines. Digitized and edited historic robotics research tapes. Managed inventory for administrative employees and multiple IRIM research labs.

**Patientco Software Engineering Co-op**          *2016 - 2018*

Achieved proficiency with shell scripting, Apache, PHP, mySQL, and Agile development. Led development on a visualization web tool that became Patientco's flagship product in its data analytics tool-set. Clients used this tool to improve their marketing and billing procedures based on millions of points of patient billing data. Prototyped Google Pay and Apple Pay integration into Patientco's patient payment portal, which familiarized me with GoLang, cryptography, and writing highly security compliant code.