SIENNA BROWN

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WEB DEVELOPER | GAME DEVELOPER | 3D ARTIST | UNIVERSITY OF CALIFORNIA IRVINE

ABOUT ME

I love to learn. I began programming in 2016 as a community college student and have since discovered interests in application and web development, game development, and engineering. I spend my free time making games, tinkering with Rasberry Pi and Arduino, and developing new and existing skills.
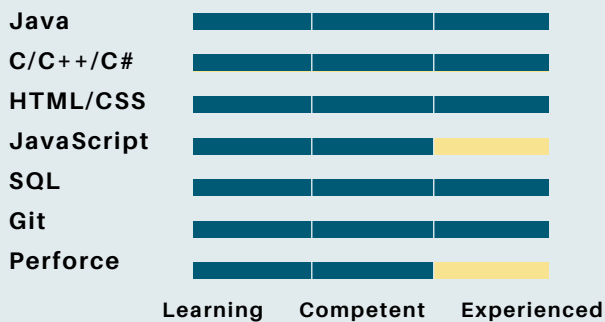
EDUCATION

9/2019 - Current
Bachelor's in Computer Science
University of California Irvine

- Treasurer of the UCI IEEE student branch
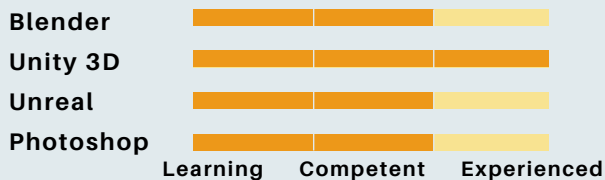- **Clubs**: IEEE, VGDC, Design, Running

7/2016 - 5/2019
AA in Computer Science
Mira Costa College

TECHNICAL SKILLS

Skill	Learning	Competent	Experienced
Java	███	███	███
C/C++/C#	███	███	███
HTML/CSS	███	███	███
JavaScript	███	███	
SQL	███	███	███
Git	███	███	███
Perforce	███	███	

SOFTWARE SKILLS

Skill	Learning	Competent	Experienced
Blender	███	███	
Unity 3D	███	███	███
Unreal	███	███	
Photoshop	███	███	

INTERESTS AND HOBBIES

Reading   Games   Art   Running

WORK EXPERIENCE

6/2021- Current
CannonDesign
Application Design Intern

- **Revit Extractor Tool**: Programmed a Revit plugin that extracts parameter and project data using the Revit API and File IO to store into a SQL database. All done with C# and T-SQL queries.

RELEVANT EXPERIENCE

9/2020 - 4/2021
Brushed Hair Studio
Web Developer

Developed a static website for Brushed Hair Studio using HTML, CSS, Bootstrap. Features responsive web design. Used Github version control.

4/2020 - Current
Personal Portfolio Website
Web Developer

Designed a personal website hosted with Github Pages. Developed with HTML, CSS, JavaScript, and Bootstrap. Features an interactive OS-like webpage with clickable icons and a personalized command line simulator.

3/2020
Virtual Museum Simulator
Creator / Designer

Created a 2-story Museum exhibition virtually with Unity 3D engine, Pro builder, and downloaded assets. Features real works of art.

9/2019 - 1/2020
Brave New Catacombs 3D RPG
Level Designer, Developer, Artist

A 3D role playing game developed with Unity engine. Collaborated with a team of 3 programmers, 2 writers, and a lead designer. Used Git. Developed creative story line, Designed the level, manipulated assets, and created some UI components