

Simone Debrowney

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Education

Bachelor of Arts and Science – Interactive Systems Design

2012 - 2018

University of Saskatchewan, Saskatoon, SK

Summary of Skills

Technical

- Programming experience with Java, HTML, CSS, and Javascript; some experience with Python, MySQL, and SQLite
- Operating Systems: Unix and Windows 10
- Comfortable with using GIT for version control

Design

- Strong understanding of user interface design principles and techniques
- Experienced in creating prototypes and story boarding with a variety of tools; Processing, paper, Power Point
- Experienced with different types of user testing; cognitive walkthrough, usability testing, playtesting, creating surveys, and directing interviews
- Novice proficiency utilizing Photoshop and XD CC to assist in designing a variety of interfaces and infographics

Interpersonal

- Able to communicate clearly, both in written and oral forms
- Has demonstrated teamwork skills by completing various projects
- Able to precisely record details on a document or other report
- Strives to work efficiently in daily tasks

Work Experience

Undergraduate Summer Research Student

May – August 2017

University of Saskatchewan, Saskatoon, SK

- Assisted a PhD student on a project examining why people eat healthy and how this information can be used to persuade others to make healthier eating choices
- Created a survey to examine peoples' healthy eating habits
- Collected data through web crawling and scraping from an online recipe community
- Analyzed data using the Linguistics Inquiry Word Count Tool
- Built research tools using Python, BeautifulSoup, Selenium, Webdriver, and SQLite

Projects

All Things in Murderation

Course: "Game Design Workshop" (CMPT 406)

- Created a murder mystery branching narrative game that branched depending on the player's

- choices through dialogue or by picking up items
- Developed using Unity, C#, and Git
- Worked as the design lead by managing artistic assets, conducted design team meetings, and had a major role in deciding design related issues
- Acted as the main writer by composing the script for character dialogue and item dialogue
- Primarily focused on learning management skills, employing SCRUM and Agile methodology, playtesting, and the lifecycle of game development

Emotion Animation

Course: "Human Computer Interactions" (CMPT 481)

- Formulated a new way to convey emotion over instant message by animating the message with changing size, colour, and movement
- Developed using Processing and Photoshop to create animations
- Managed a team of two other members by setting deadlines, scheduling group meetings, and supervising user testing
- Primarily focused on learning the design process (reduction and elaboration), early stage prototyping (low and medium), and different evaluation techniques

BDMT

Course: "Game Mechanics" (CMPT 306)

- Constructed a multiplayer game in which players compete in a badminton simulation with realistic physics. One level features random wind being generated
- Developed using Unity and C#
- Acted as the playtesting lead in a group of three other members
- Primarily focused on playtesting and balancing the physics engine

Achievements

Most Outstanding Graduate in Interactive Systems Design	2018
• Awarded for highest average in program	
Department of Computer Science Undergraduate Student Summer Research Award	2017
• Awarded for academic achievement	
Greystone Scholar Society Scholarship	2012
• Awarded \$3000 for academic achievement; Grade 12 average 95%	

Extracurricular Activities

Volunteer

U of S Animanga, Campus Club

Events Coordinator 2017 - 2018

- Planned and organized events for members, coordinated transportation, and calculated budgets

Secretary 2015 - 2017

- Organized agenda for each meeting, recorded and posted minutes to Facebook page, and helped with moderating Facebook page