

Qualifications and Technical Skills

Languages: C#, Java, HTML/CSS, XML, Git

Currently Learning: Javascript, Swift, Processing, PHP

Software: Android Studio, Visual Studio and Microsoft XNA, Xcode, Maya, Unity 3D, GitHub

Education and Training

Rochester Institute of Technology 2014 - Present

- Bachelor of Science** in Game Design and Development with a **Minor** in Mobile Development and an **Immersion** in Digital Literature
- Expected Graduation: Spring 2018 - RIT Presidential Scholarship
- Member of **Computer Science House** (Student organization focused on technical projects)

Rutgers University Douglass Science Institute for Women 2009 - 2013

- Summer camp for women interested in STEM fields
- Engineering and problem solving projects
- Examples: engineering bridges/boats, problem solving puzzles, experimenting with submarine drones

Recent Projects

Death by QR for iOS 2016 - Present

- An iOS app coded in Swift using Xcode
- Gameplay is that of Assassin with QR codes and points for scanning
- Implements an Apple Watch app
- Worked on front end functionality and server connectivity

CSH Harold for Android 2014 - Present

- An Android application that lets the user select which song plays in the Computer Science House elevator lobby
- XML files promote the Computer Science house look and feel
- Utilizes Retrofit to connect to a JSON REST API

Glitch 2014

- Twin-stick dungeon crawler called "Glitch."
- Made with C# in Visual Studio and MonoGame
- Created AI, collision detection, handling, loading and refreshing of game objects
- Group leader: managed timeline & organization of the project

Work Experience

FriendlyU 2015 - Present

- A startup that connects high school students to college students as they try to decide what university to spend their future at
- Focused on maintaining the full functionality, look and feel of the android app
- Created with Android Studio in Java and XML
- Partook in company meetings that involved technical and business oriented discussions

iCanCode School 2015-Present

- Teach coding concepts to children grades 1-8
- Keep them safe and keep myself patient in times of distress
- Organize schedules and curriculums
- Communicate with parents

Accomplishments

codeRIT: Logistics Director (RIT's hackathon club) -Avid hackathon attendee and organizer

BrickHack 2015: Winner of the "Best Use of Spotify API prize" for *Can I Party*

Women in Computing: Participating in their outreach and hackathon committees

WiCHacks 2016: Winner of the "Best Women and Gender Hack" and Winner of "Best UI Design by Hubspot" for *Pink Planet*

Key Club International: President (Volunteering and community service organization) at East Brunswick HS

Stock Market Competition: Winner in 2013 PNC and SIFMA's 2014 Seasonal Statewide Competition

RIT Pep Band: Percussion member

CSH: Volleyball team member