

# MARI ALLISON

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## EDUCATION

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**New York University, Shanghai**  
B.S. Interactive Media Arts

Shanghai, China  
Graduation - May 2018

## EXPERIENCE

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**NYU Shanghai**  
*Learning Assistant, Communications Lab*

Shanghai, China  
August 2017 | Present

- Provide in class and tutoring support for students enrolled in Communications Lab, a course exploring digital communications and art
- Collaborate with faculty to identify students' academic needs and adapt the curriculum accordingly
- Coach students on programming best practices and debugging in both individual and group tutoring sessions
- Provide consultations with students on the design and technical implementation of their course projects

**Guidance Solutions**  
*QA Intern*

Marina Del Rey, CA  
July 2016 | August 2016

- Assigned tickets to developers using Jira issue tracking software and performed follow up to verify resolution of the issues
- Consulted with clients to understand their expectations and website design specifications
- Wrote detailed test cases for offshore team members to execute independently
- Participated in daily scrum meetings to gain familiarity with agile development process

**NYU Shanghai**  
*Student Writer*

Shanghai, China  
February 2016 | May 2016

- Attended weekly lectures by visiting professors and wrote articles documenting the event content
- Collaborated with editing department to achieve writing standards for articles to be published on the university website

**Ivy League English**  
*Content Production Intern*

Shanghai, China  
October 2015 | December 2015

- Designed lessons in Microsoft Powerpoint to teach English to Chinese employees in international work environments
- Followed company style guides to maintain brand consistency between powerpoints
- Developed challenge exercises to encourage engaged participation between the student and teacher

## SKILLS

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Programming Language: Python, Javascript, React.js, P5.js, C#  
Software: Adobe Photoshop, Illustrator, After Effects, JIRA, Slack, Trello  
Game Development: Unity 3D, Processing, Board game development

## PROJECTS

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**Princess Liberation** *Unity 3D, C#, Trello, Github*

A two player platformer game, developed on a team of 4. One person plays the knight trying to rescue the princess, while the other player tries to stop him as the dragon.

**Unowned Collected** *Python, NLTK, Adobe Illustrator*

An experimental board game created generatively using the text from other games' rule sets.