

ULJIAH CHARLES

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Objective

To obtain a cooperative education position testing, developing and designing media

Education

Rochester Institute of Technology, Rochester, New York

Bachelor of Science in New Media Interactive Development, Graduating June 2019

- ☐ Dean's list: Fall 2015

Professional Skills

C#, C++, HTML/CSS

Developer Tools: Visual Studios

Software: Adobe Photoshop, Maya

Version Control: Github

Learning: Python, Java, JavaScript, Blender

Projects

Guesserama

- Collaborated with a team of three to create a quiz game
- Designed UI/UX using visual studio, photoshop, C#
- Analyzed usability and problemed bugs

Canvas Visualizer

- Generated an HTML Canvas and created an audio visualizer using Javascript
- Designed entire UI and features using Notepad++, HTML, CSS

Resonance

- Collaborated with a team of five to create a a music installation
- Incorporated musical input using Juce framework in C#
- Created musical visualizer in Processing using Java

Employment History

Pasternack Tilker Ziegler Walsh Stanton & Romano, New York, New York

Intern, June 2014 - August 2014

- Performed data entry using excel and company own database to organize client information
- Provided administrative support to maintain daily operations