

# VICTORIA OLIVIERI

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OBJECTIVE	Organized and fully adapting individual who is seeking a co-op position as a software engineer using JavaScript or C#. Available June through December 2021.		
EDUCATION	<b>ROCHESTER INSTITUTE OF TECHNOLOGY</b>	Rochester, NY	
	Bachelor of Science, New Media Interactive Development	Expected August 2022	
	GPA: 3.87		
	<b>ST. JOSEPH'S COLLEGE</b>	Patchogue, NY	
	Bachelor of Science, Mathematics	May 2019	
	Minor in computer science, NYS Teaching Certification		
	GPA: 3.478		
SKILLS	<b>Programming Skills:</b> C#, HTML/CSS, JavaScript, and Java. <b>Tools:</b> Visual Studio, Unity, Adobe Photoshop, and Adobe Illustrator.		
RELEVANT WORK EXPERIENCE	<b>VIDEO GAME DEVELOPER INTERNSHIP</b>	July 2020 – October 2020	
	MoonRift Entertainment LLC	Remote	
	<ul style="list-style-type: none"><li>Built a mini game with a group of 4 other teammates through Zoom using C# and Unity.</li><li>Development of the MoonRift website for Heat the game using HTML/CSS.</li><li>Provided and received critical feedback to ensure all development would be successful.</li><li>Demonstrated problem solving skills and willingness to take risks when faced with challenging ideas such as implementing moving enemies.</li><li>Designed the level interface using sketches and Tilemaps in Unity.</li><li>Programmed collectables as well as enemy interaction using C# code.</li></ul>		
OTHER WORK EXPERIENCE	<b>KEY HOLDER</b>	August 2020 – Current	
	Signet Jewelers	Horseheads, NY	
	<ul style="list-style-type: none"><li>Support and train new associates to ensure store standards are kept high by coaching in the moment and having one on one meetings.</li><li>Display knowledge of the product, company policies and store strategies.</li><li>Build highly satisfied and loyal customer base through engagement, conversion and capturing their information for outreaches.</li></ul>		
PROJECTS	<b>TROMBONE ASTRO (Academic)</b>	1 Month	
	<ul style="list-style-type: none"><li>Created a game using JavaScript, PIXI.JS, HTML and CSS.</li><li>Characters were created with Adobe illustrator and photoshop.</li><li>Using Pixi.js, photo files were created into textures for the characters and background.</li><li>JavaScript code was used to move objects across the screen.</li></ul>		
	<b>POKEMON PICKER (Academic)</b>	1 Month	
	<ul style="list-style-type: none"><li>Built a website using HTML, CSS and JavaScript that displays Pokemon.</li><li>Used Ajax, JavaScript and pokeapi.co to display specific Pokemon from the PokeApi.</li><li>Local storage was used to display saved Pokemon data.</li></ul>		