

Yara Grassi Gouffon

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Portfolio: <http://yaragg.github.io/en/>
Code: <https://github.com/yaragg>
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OBJECTIVE: Seeking a summer co-op to gain experience in many areas of game development, including programming, game design and narrative design. Available summer 2016 from May 23rd to August 31st.

EDUCATION: **Rochester Institute of Technology** Rochester, NY
Bachelor of Science in Game Design and Development GPA: 3.93/4.0
Exchange student from the Brazilian Scientific Mobility Program (2015-2016)

Courses:

Game Design & Development I & II	Rich Media Web Application Development
Foundations of Interactive Narrative	Digital Literature
Web Design & Development	Immersion Interaction and the Media Interface
Interactive Media Development	

University of São Paulo São Paulo, Brazil
Bachelor of Science in Computer Science
Started 2012; Expected December 2017

Courses:

Introduction to Computer Graphics	Extreme Programming Lab
Computer Vision and Image Processing	Software Engineering
Concurrent Programming	Graph Algorithms
Operating Systems	Calculus I – IV
Database Systems	Linear Algebra
Object Oriented Programming	

SKILLS:

Programming languages:	HTML5, CSS, JavaScript, Java, C, PostgreSQL, Processing, Perl, C#, Python, LaTeX, WebGL
Software & Frameworks:	Git, Phaser, Twine, Unity, RPG Maker XP/VX Ace, Construct 2, Photoshop
Foreign Languages:	Fluent Portuguese and French, basic Spanish, beginning Japanese
Other:	Strong musical background (8 years violin/3 years piano classes), strong artistic background (4 years drawing classes), Arduino, agile programming

PROJECTS:

- *Project Hades*: a prototype system for the São Paulo Municipal Funerary Service. Was a member of a team of 8 people that used Extreme Programming methodology, and was involved in both front & back end development.
- *We Only Missed the Bots*: a 2015 Global Game Jam project developed in Construct 2. Managed a team of 4 people, programmed and chose the soundtrack.
- Implemented a 3D world in Unity with Flocking, Leader Following and Path Following.
- Built a browser-based topdown shooter with the Phaser JavaScript framework.
- *Robot Wars*: a basic virtual machine that compiles user-created code in a DSL and simulates robot battles. This was a pair project developed in Java with JavaCC.

HONORS/ACTIVITIES:

- Made the Fall 2015 dean's list at the Rochester Institute of Technology.
- Bronze Medal at the Brazilian Olympiad in Informatics (OBI) in 2007, Initiation Level 2. Ranked 28th out of 3432 participants.
- Honorable Mention at the Brazilian Olympiad in Informatics (OBI) in 2008, Initiation Level 2.
- Honorable Mention at the Brazilian Physics Olympiad (OBF) in 2008.
- Ranked 12th out of 637 in the Computing career at the University of São Paulo's entrance exam in 2012.