Yara Grassi Gouffon

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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:	Java, C, HTML5, CSS, JavaScript, SQL, Processing, Perl, C#, Python, WebGL
Software:	Git, 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), Agile/Extreme 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.
- *Invasion of the Sentient Asteroids:* an Asteroids-based game implemented in Processing. Used vectors and basic Physics to implement movement.
- *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:

- 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.