# 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.

**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  
**Courses:**

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|---|---|
| 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**  
Expected December 2017  
**Courses:**

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|---|---|
| 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.