Caroline Pasyanos

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Education

Northeastern University, Boston, MA   September 2015 - present
College of Computer and Information Science
Candidate for a Bachelor of Science in Computer Science & Game Development   Expected May 2019

Related Coursework:	Networks & Distributed Systems | Building Game Engines | Game Concept Development and Production | Algorithms & Data | Object-Oriented Design | Software Development | Computer Graphics | Rapid Idea Prototyping for Games
Extracurriculars:	Tabletop RPGs | Global Game Jam 2017, 2018 | Secretary of NU Knits
Honors:	3.3/4.0 GPA | Dean's List Spring 2017, Spring 2018 | Dean's Scholarship

Computer Knowledge

Languages:	C#, C++, Java, Python, Racket
Software:	Git/Github, MinGW, Ubuntu, IntelliJ, Eclipse, Visual Studio, CodeBlocks
Game Engines:	Unity, OpenGL, SDL2, GameMaker, Hammer, Unreal

Projects

Full project descriptions are available in my portfolio

- **Pigeon Coup** - Senior Capstone project based on Global Game Jam 2018 project. Led team of five as Producer as well as programming, designing, and creating 3D models for the game.
- **TinyEngine** - Created lightweight modules in C++ using SDL for graphics and keyboard input. Wrapped modules for game scripting in Python.
- **MIDI Music Player/Editor** - Programmed GUI application to display and edit MIDI music in Java.
- **Lamarr** - Lead Designer in team of three for 2D platformer built in Unity for Global Game Jam 2017.

Experience

MassDiGI Worcester, MA   Summer 2018
Intern

- Built engaging 2D mobile game in Unity currently in soft launch and slated for release in May 2019, serving as Associate Producer and Lead Designer on a team of six.
- Designed game aspects with emphasis on monetization of free-to-play game
- Maintained design documents, supervised playtesting, and integrated key game features and scripts including in-game currency and upgrade system.

Rehabilitation Games and Virtual Reality Lab Boston, MA   July - December 2017
Programmer for Virtual Environments

- Developed virtual reality games for physical therapy research in 3D virtual environments (Unity Engine with HTC Vive and Wii Fit Balance Board) and 2D virtual environments (Motek D-Flow).
- Collaborated with mechanical and electrical engineers to reproduce trial environment across physical and virtual environments.

iD Tech Camps Cupertino and Berkeley, CA   Summer 2016
Instructor

- Designed programming (Java, Python, Scratch) and Game Design curriculum and taught children ages 7 to 17 programming skills in an educational but fun summer camp format.
- Supervised and debugged each student's final project; encouraged further exploration of subjects.