

Caroline Pasyanos

Portfolio: cpasyanos.com
pasyanos.c@gmail.com

(650) 833-8309
Availability: May 2019

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: Game Concept Development & Production | Algorithms & Data | Networks & Distributed Systems | Building Game Engines | Object-Oriented Design | Software Development | Computer Graphics | Rapid Idea Prototyping for Games

Extracurriculars: Tabletop RPGs | Global Game Jam 2017, 2018, 2019 | GDC 2019

Honors: 3.3/4.0 GPA | Dean's List Spring 2017, Spring 2018 | Dean's Scholarship

Computer Knowledge

Languages: Java, C#, C++, C, Assembly, Python, Processing, Racket, Lua

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 GGJ'18 project. Led team of four as producer, programmer, and designer. Showcased at MassDiGI Game Challenge 2019, Pregame: PAX East Edition, and Northeastern Games Showcase 2019
- **TinyEngine** - Created lightweight modules in C++ using SDL for graphics and keyboard input. Wrapped modules for game scripting in Python.
- **My First Spaceship** - VR game made in 48 hours for GGJ'19. Showcased at PAX East 2019.

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.