



katharrison.ismakinggames.com
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Skills

Languages

C#, Java, JavaScript, HTML & CSS, C++, Python

Tools and Frameworks

Git, Unity, Visual Studio, MonoGame, Photoshop, Maya, Processing, Sony Vegas, SAI, Microsoft Office

Organizations

Brick City Boppers

RIT's finest swing dancing club. Performed at Imagine RIT in 2015, 2016, and 2017. 2014 - current

Labrys Women's Alliance

RIT's student organization and safe space for women of all types. Designed club mural. 2014 - 2015

Objective

To find a coop or internship in software engineering for fall of 2017.

Education

Rochester Institute of Technology | BS in Game Design and Development
RIT Presidential Scholarship, Dean's List 6 Semesters, 3.8 GPA
Expected graduation May 2018

Experience

Software Engineering Intern | Charles River Analytics, Cambridge | 5/2017 – 8/2017
Software Engineering Intern at CRA's Human Effectiveness division. Designed and developed a terrain reasoning trainer in Unity and C# for military personnel to quickly identify cover and concealment on topographical maps of various terrain.

Teaching Assistant | Interactive Games and Media Department, RIT | 1/2016 – 5/2017
TA/Grader for Game Design and Algorithmic Problem Solving II. Answered questions and provided additional help for students in a class on C# and MonoGame, as well as graded homework assignments.

Instructor | iD Tech Camps, Towson Campus | 6/2016 – 7/2016
Supervisor and instructor of a 5 day course on game development in Unity and C# for 13 to 17 year olds. Taught basic programming skills and assisted with the creation of students' personal projects.

Concept Artist Intern | Pure Bang Games, Baltimore | 5/2014 – 8/2014, 6/2015-8/2015
Concept artist in charge of designing fantasy creatures to populate an open world exploration and survival game called MUD. Additional roles included playtester and creative collaborator.

Recent Projects

Gloom Box | Independent Study 2016-2017
Designed concepts and produced character art and assets for the capstone project of a team of graduate students pursuing their MS in Game Design & Development. The game is a puzzle platformer where a young girl, Muse, and her sentient boom box, Gloom, traverse music themed levels.

Unfinished Business | Production Studio 2017
Worked with a team to create a 3D first person puzzle/exploration game demo in Unity. Player assumes the role of a PI/Spirit Medium tasked with investigating the circumstances of ghosts who are trapped in the mortal plane and uncovering the mystery to helping them pass on.