



Katherine Harrison

katharrison.ismakinggames.com
kxh8057@g.rit.edu
(443) 834 5768

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

Foreign Languages

Spanish, Japanese

Soft Skills

Time management, presentation, experience with team dynamics, adaptability to change, ability to communicate technical ideas, experience working under pressure

Organizations

Brick City Boppers

RIT's swing dancing club. Performed at Imagine RIT. 2014 - current

Labrys Women's Alliance

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

Objective

Looking for a full time position in game development beginning Summer or Fall of 2018. Specific interest in scripting and gameplay programming, level design and implementation, and character design and implementation.

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

Game Developer Intern

 | Dig-It! Games, Bethesda | 9/2017 – 11/2017

Worked on a variety of tasks including prototyping, level design, implementing cross-platform functionality, and debugging for a variety of projects built in Unity with C#.

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.

Projects

CryptoCam (Working Title)

 | Personal Project | 2017 - Ongoing

3D first person photography game in Unity where the player must lure out and document cryptids lurking in the woods. Solo project. Unity and C#. Still in early stages of development.

GloomBox

 | Independent Study | 2016 – 2017

3rd Place Winner at Rensselaer GameFest 2017

Scare Tactics

 | Independent Study | 2016

2nd Place Winner at Rensselaer GameFest 2016