

Audrey Elizabeth Kaplan

C# / Unity Developer

Personal Information

Address

Cedar Park, TX

E-mail

AudreyElizabethKaplan@gmail.com

Portfolio

audreykaplan.github.io

Skills

Gameplay Programming
User Interface Programming
Procedural Generation
Vertex/Fragment Shaders
3D Modeling
Texture Mapping
Image Editing

Languages

C#
HLSL/CG
C++
OpenGL
Java
JavaScript
HTML
CSS

Software

Unity
Photoshop / GIMP
Maya / Blender
Office / OpenOffice
GitHub Desktop

Results-oriented game developer, seeking to use demonstrated C# and Unity skills to deliver exceptional games and applications. I excel at problem solving, analytical thinking, and documenting complex business processes. I also possess excellent attention to detail and written communication skills.

Recent Projects

2018 - 08 – **Untitled Mobile Game (C#, HLSL, Unity)**

Present

- Working on a team with 3 other members, I am fulfilling the role of sole programmer on a mobile game for Android platform in the style of an endless runner.
- Developed a playable prototype implementing core gameplay features and created fragment and vertex shaders to apply custom visual effects to the game.

2018 - 06 **“Paper Alchemist” Puzzle Game (C#, Unity, GIMP)**

- Working on a team with 1 other member, I was the front-end programmer and sole artist on a puzzle game developed and published in one week.
- Game received #1 rating for Design and #2 Overall in competition.

Education

2004 - 08 – **Master of Science, Visualization Sciences**

2008 - 08 **Texas A&M University (College Station, Texas)**

- Graduated Magna Cum Laude (GPA 3.8 / 4.0)
- Awarded King Student Medal for Excellence in Architectural and Environmental Design Research by Architectural Research Centers Consortium (ARCC) for my Master's Thesis work, an interactive 3D reconstruction of a 1606 ship in conjunction with the university's Nautical Archaeology Program.

2000 - 08 – **Bachelor of Science, Computer Science**

2004 - 05 **University of Mount Union (formerly Mount Union College; Alliance, Ohio)**

- Graduated Summa Cum Laude (GPA 3.9 / 4.0)
- Awarded Computer Science and Information Systems Alumni Award in Spring 2003
- Founder of Society of Computing Students (SOCS)
- Team lead on senior year software engineering group project to create a computer game with 3D graphics using OpenGL and C++.

Experience

2018 - 08 – **Freelance Artist and Developer**

Present

- Programmer on untitled mobile game in progress in style of an endless runner.
- Graphic design to customer specifications, including editing of company logos and flyers.

2008 - 09 – **Loss Mitigation Specialist at CIT Bank (formerly OneWest Bank; Austin, TX)**

2016 - 08

- Created new tools and enhanced existing tools to improve team productivity, including a custom Javascript document converter greatly reducing manual data entry for the team.
- Documented company policies and procedures for the entire team.

2008 - 05 – **Freelance 3D Artist at Texas A&M University (College Station, TX)**

2008 - 08

- Created 3D models and textures to customer specifications for a short-term project.
- Provided support for CAVE (computer-assisted virtual environment) systems to display the models and textures on the immersive displays.

2007 - 08 – **Freelance 3D Artist at Capsher Technology, Inc. (College Station, TX)**

2007 - 09

- Created 3D models and textures to customer specifications for a short term project.