Miriam Andersen

Motivated high school student seeking an internship opportunity in the field of game development to apply my passion for coding and creative problem-solving while gaining real-world experience and contributing to a dynamic team.

Education

2019 - 2023
Oakville High School

Relevant Courses:
- Web Development Foundations
- Game Development 1
- Game Development 2

Skills

Programming (C#, JavaScript)

Unity Game Engine

Game Design Principles

Web Development

Critical Thinking

Collaboration

Extra Curriculars

District Hackathon

- Collaborated with a team to develop a puzzle-solving game.
- Implemented unique gameplay mechanics using C# and Unity.
- Pitched the game concept to a panel of judges.

Esports Club

IT Manager

- Researched tech requirements for games and advised team on hardware purchases.
- Worked to troubleshoot IT problems the team encountered.

Oakville Community Center

Volunteer Game Developer

- Assisted in creating interactive educational games for children.
- Collaborated with a team to brainstorm ideas and implement game mechanics.
- Gained insights into game development pipelines and project management.

Certifications

- Unity User: Artist
- Unity User: Programmer
- Unity Certified Associate: Programmer
- Unity Certified Associate: Game Developer
- KnowledgePillars HTML & CSS Coding Specialist
- Certiport IT Specialist - HTML and CSS

Project Showcase
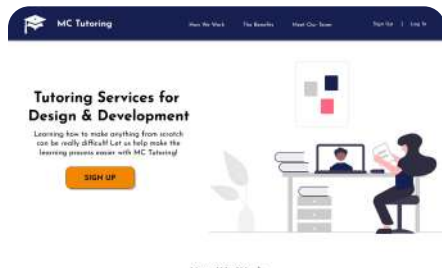
Mock Business Website

- Used design principles to design the UI of a website for a theoretical stakeholder business.
- Built a functional one page website using HTML, CSS and JavaScript.

Mojave Runner Game

- Developed a 2D endless runner set in the Mojave Desert using Unity and C#.
- Designed and built a clear, simple user interface.
- Implemented sprites and created 2D animations.

Tower Defense Game

- Developed a 3D tower defense game using Unity and C#.
- Created custom 3D assets using Blender.
- Implemented player controls, AI behavior and various data structures.

3D Character Modeling And Animation

- Applied 3D modeling principles to design a character in Blender.
- Prepared characters for animation by rigging them.
- Animated and textured the characters to bring them to life.

First Person Action Game

- Designed the level to be visually consistent using principles of color theory and concepts of environment design.
- Implemented level lighting using baked and real-time lightmaps.