

Amelia Payne

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EDUCATION

Champlain College , Burlington, VT	May 2021
Bachelor of Science Degree in Game Programming	GPA 3.9
Vermont Technical College , Randolph, VT	May 2021
High School Diploma, Software Engineering Major	GPA 4.0

Relevant Coursework: C++ programming, Unity, Game Architecture, Computer Networking, Scrum Based Team Management, Web development, Technical Writing, Database Design, Data Structures and Algorithms, IOS Programming (Swift), Java Programming

Computer Skills:

- C++
- Visual Studio
- JavaScript, React, jQuery
- SpringBoot
- PHP/SQL
- HTML5/CSS3
- Unity
- WebGL

RELEVANT EXPERIENCE

Dealer.com - Burlington, VT

Software Engineering Intern: 05/19 – 08/19

- Worked with an internal tools team developing a new CMS
- Built an internal tool for managing web components that gamifies best practices
- Helped write terraforms for S3 and CloudFront and set up a Fargate Service
- Presented work at Sprint Review Sessions to coworkers and executive

Emergent Media Center - Burlington, VT

Front End Web Developer: 09/17 – 05/18

- Worked as part of a team to develop interactive cross browser activities using JavaScript and JQuery for an online learning course
- Built a responsive theme WordPress theme for the new EMC website
- Worked within an agile project management framework using GIT and Trello.

Governors Institute of Vermont- Burlington, VT

RA/TA: 06/18 – 07/18

- Supervised a group of 51 students in a residential setting
- TA'd classes on Unity, GameMaker, and Maya
- Planned and supervised activities

ACTIVITIES

Champlain College - Burlington, VT

Rock Climbing Club

- Climbed at Petra cliffs and Metrorock with the Climb Champlain Club

Game Programming Mentor

- Mentored a group of 8 first year students in the Game Programming major