Rhiannan Berry

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http://rhiannan.online

INTERESTS
Game development, creative coding, web-based AR/XR, shader engineering, tools programming, technical art, web development, and human-computer interaction.

SKILLS

Tools Git, Jira, Unity, GameMaker 1.4, Blender, IKINEMA, Photoshop, Illustrator, Premiere Pro

Languages C#, Python, Processing, HTML, CSS, JavaScript, PHP, C/C++, Java, Go

Frameworks A-Frame, Angular, Polymer, Node.js

EDUCATION

Georgia Institute of Technology B.S. Computer Science   2020
Campus Involvment VGDev, VOICE (sexual violence prevention), Honors Program
Coursework Data Structures & Algorithms, Graphics, C++ Computer Animation

LEADERSHIP

Club Officer ~ VGDev   2016 - Current
Have previously been PR, vice-president, and currently, president of Georgia Tech's Game development club (VGDev). Responsibilities involve leading a club of around 60 students to create 4-7 video games per semester, organizing game development workshops, and working with companies to organize sponsored technical and employment events for our members.

Project Lead ~ VGDev   2016 - Current
Led 3 video game projects for VGDev since Spring of 2016. Developed a prototype and pitched to the club, and managed a team of 5-15 students in the complete production of the initial prototype in a single semester.

Research Sub-Lead ~ Augmented Environments Lab 2018 - Current
Currently participating in the Augmented Environments Lab (AEL) at Georgia Tech and working under a research advisor to lead less experienced undergraduates in projects pertaining to motion capture and VR/AR/XR, with specific tools and frameworks such as A-Frame, Unity, Vuforia, Blender, and IKINEMA.

WORK HISTORY

Student Assistant ~ IRIM @ Georgia Tech   Feb 2016 - Current
Producing marketing material for the Institute For Robotics & Intelligent Machines at Georgia Tech. Digitizing and editing historic robotics research tapes from the 1970s. Organizing events to promote interest in robotics. Manage inventory for a group of administrative employees and multiple research labs.

Software Engineering Co-Op ~ Patientco   Aug 2016 - Aug 2018
Developed proficiency with Linux shell scripting, Apache, PHP, mySQL, and Agile development. Learned HIPAA compliant programming practices. Led development of a data visualization, built using Google Maps, in which our clients could observe millions of points of their patients' data to make better decisions around marketing and billing procedures. This became the flagship product for Patientco's data analytics tool-set. Integrated the use of digital wallets (including Apple Pay and Google Pay) into our patient payment portal. Became familiar with Go, cryptography, and software development that satisfies the highest level of PCI compliance.