

# Arfa Chowdhary

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## EDUCATION

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### University of Colorado Boulder, School of Engineering and Applied Sciences

Boulder, CO

*Bachelor of Science, Creative Technology and Design, Minor: Computer Science*

January 2021 – December 2023

Dean's List, GPA: 3.66

**Relevant Courses:** Web Development, Game Development, Data Structures and Algorithms, Algorithms, Computer Systems

**Skills:** Unity, C++, C#, HTML/CSS, JavaScript, React, Lua, Arduino, Adobe Creative Cloud apps, Squarespace, Figma, Fusion360

## WORK EXPERIENCE

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### Providence

Boulder, CO

*Web Development Intern*

January – May 2023

- Worked with a team to design and program a desktop and mobile application that hosts instructional AR volumetric videos for Providence Medical Services. Using html, CSS, JavaScript, A-frame, and 8th wall.

### Laazy Studio

Saratoga Springs, NY

*Front End Developer*

May – Aug. 2022

- Worked with a team to design and develop official website for *Laazy Studio*, an independent graphic design studio.

### Deep Vellum Publishing

Dallas, TX

*Intern*

Aug. 2020 – May 2021

- Brainstormed and planned development strategies to increase donor and supporter engagement for Deep Vellum, a nonprofit literary art center and publisher.
- Created graphic designs to improve digital presence during Covid.
- Researched potential funding opportunities.
- Built customized pages on Squarespace for new website.

### iCode

Dallas, TX

*Tech Lead*

Sep. – December 2020

- Taught classes to kids ages 7-11 on: HTML/CSS, world building using Roblox, digital art using GIMP, and prototyping using proto.io.

## PROJECT EXPERIENCE

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### Dollhouse, *Unity developer, video game artist, game designer*

January – April 2023

- Programmed serial communication between Arduino and Unity. RFID tags are scanned by a USB reader, then Arduino reads the ID number and sends a message to Unity to trigger the start of a unique scene.
- Designed and developed a 2.5D/3D style game in a 2D environment.
- Programmed 2D point and click movement using nav meshes.
- Programmed a dialogue system for interactable objects.
- Created all video game sprites using images of my personal items and photoshop.

### Blue, *Level designer, 3D particle designer*

December 2022

- Sketched level designs with main game mechanic: puzzle game where player has a flashlight and light is the only safe spot that they can move to.
- Worked on 3D particle system (volumetric fog) to enhance the 3D world.
- Created shaders in shader graph to enhance the 3D world.

**Honors & Awards:** Dean Scholarship Austin College 2019-20, SXSW Texas High School Shorts Official Selection 2017, Art 214 Juried Exhibition 2018, 30<sup>th</sup> FWCD Black & White Photo Contest 2018

**Interests:** Cooking, Crocheting, Jewelry making, Playing games, Biking