

Arfa Chowdhary

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EDUCATION

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

Skills: Programming skills: C#, C++, HTML, CSS, JavaScript, A-frame, React, Git, Lua; Software skills: Unity, Arduino, Photoshop, PremierePro, Illustrator, Squarespace, WordPress, Figma, Fusion360 Other: Spanish (Proficient)

WORK EXPERIENCE

Orcas Microcinema

Orcas Island, Washington

Freelance web designer and developer

March 2023 – Current

- Created a functional, organized, and custom-tailored website design for Orcas Microcinema, nonprofit itinerant cinema based in the Pacific Northwest
- Developed and hosted website online, using Figma, Wordpress.org, CSS, and JavaScript
- Communicated weekly with client to make sure their needs and expectations with the application were met

Providence

Boulder, CO

Web Development Intern

January – May 2023

- Collaborated with a team of 3 to design and develop a modular, reusable desktop/mobile application that hosts educational, AR volumetric videos for Providence Medical Services. Using Figma, HTML, CSS, JavaScript, A-frame, and 8th wall.
- Communicated weekly with client to make sure their needs and expectations with the application were met

Laazy Studio

Saratoga Springs, NY

Front End Developer

May – Aug. 2022

- Developed skills in client communication and branding/marketing strategies
- Contributed to the design and development of the official website for *Laazy Studio*, an independent graphic design studio

Deep Vellum Publishing

Dallas, TX

Development and Marketing Intern

Aug. 2020 – May 2021

- Increased supporter engagement for Deep Vellum, a nonprofit literary art center and publisher by:
 - Creating programs that connect Deep Vellum with Dallas communities that have limited access to the literary world with which Deep Vellum has strong ties
 - Recruiting individuals and organizations with a steady following who are interested in partnering with Deep Vellum to expand their community
 - Composing graphic designs for Deep Vellum to share online to boost engagement during covid
- Build author biography pages for the official Deep Vellum website
- Developed familiarity with internal process of publishing literature

PROJECT EXPERIENCE

Looking For..., Designer, developer (work in progress)

Current

- Working on an application that presents my poetry in an interactive and playful way. Using React library, Bootstrap frameworks, and NPM (package manager for Node.js)

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.