

HEATHER MARTIN

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Objective

A self-motivated programmer seeking full-time employment in software engineering.

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA 2014
Master of Entertainment Technology
University of Mary Washington, Fredericksburg, VA 2012
Bachelor of Science in Computer Science
Cum Laude, Departmental Honors

Skills

Languages: C#, C++, Objective-C, Java, Python, JavaScript
Software: Unity3D, Dev C++, Visual Studio, Xcode, Netbeans

Projects

- [Samsara](#), Entertainment Technology Center, Carnegie Mellon University** 2014
Gameplay Programmer
- Created a meaningful artistic game that was inspired by the issue of bullying.
- Built checkpoint system / implemented sound manager / helped implement enemy AI / implemented UI / implemented parallax scroll effect and created tool to enable artists to add layers and change HSV of layer based on the amount scrolled.
- Developed using Unity3D/C#, ported for iOS, Android, and Web
- [Speak with Purpose](#), Entertainment Technology Center, Carnegie Mellon University** 2013
Gameplay Programmer
- Created an experience that enables players to use speech to interact with a comedian during his set
- Built system to send speech data from VS app to Unity / built system to handle interruptions and answers to questions from players / built XML system to allow modification of comedian's script / implemented sound manager
- Developed using Unity3D/C# along with the Oculus Rift/Microsoft Speech Recognition API
- [Cardio Active](#), Client: TATRC. Entertainment Technology Center, Carnegie Mellon University** 2013
Gameplay / UI Programmer
- Created an exercise game that focuses on fun gameplay and rewards players for physical exertion
- Implemented UI / Kinect squat gesture detection / helped implement enemy AI and visual effects
- Developed using Unity3D/C# along with the Kinect/Wii Fit/Heart rate monitor
- Research paper in IGIC 2013, presented at Games for Health 2013, 4th place in microMedic Contest 2013
- [Building Virtual Worlds](#), Entertainment Technology Center, Carnegie Mellon University** 2012
Programmer
- Worked in interdisciplinary teams to rapidly prototype games
- Developed games using Unity3D/C# along with Kinect/PS Move/MaKey MaKey/Eyegaze
- [Rise of Pharaoh](#), Computer Science Department, University of Mary Washington** 2012
iOS Developer / Researcher
- Published an educational iOS game that covered the history requirement for the Virginia SOL (grade 2)
- Built an iOS app from scratch using Xcode and Interface Builder / created the artwork
- Implemented sound manager / UI / file system to add different questions and answers to the game
- [Space Spell](#), Computer Science Department, University of Mary Washington** 2011
iOS Developer / Researcher
- Published an educational iOS game that covered the reading requirement for the Virginia SOL (K-3)
- Helped build an iOS app from scratch using Xcode and Interface Builder / created artwork
- Implemented sound manager / built system to scramble words and display them as buttons to unscramble