Emily Girata

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PROFILE SUMMARY

Highly skilled game development and design student seeking a learning position to expand my knowledge, skills, and expertise in C++ and C#. I use my C++ and C# knowledge to program in Unity by script writing in Visual Studio to make functional games. I am committed to making a significant contribution to the success of the company.

HIGHLIGHTED SKILLS

- Bi-Lingual (English & Spanish)
- Script writing for games
- Knowledge of C #, C ++
- Writer
- Programming in Unity
- Google Docs
- 2D Artist
- Adobe Suite
- Microsoft office
- Visual studio
- Communication
- Time Management
- Collaboration
- Customer Service

PROFESSIONAL EXERIENCE

08/21/23 – 04/10/24 - Writer and 2D Artist for "Ventanita"   **Miami Dade College**

- Story Lead; Wrote the story, script, and dialogue.
- Worked on 2D Art Assets and textures.
- Worked on designing the Credits scene.

11/11/20 – 5/28/21 - Administration Dept.   **Miami Arts Studio @ Zelda Glazer**

- Answer phone call inquiries about the department.
- Updated front desk information for reminders.
- Organized/sorted department materials such as envelopes, pamphlets, and mail.
- Deliver important documents to teachers and faculty members.

EDUCATION

Miami Dade College   **April 20, 2024**
Associate Degree in Game Development and Design
Relevant Coursework:

- C++
- C#
- Unity
- Visual Studio

Miami Arts Studio 6-12 @ Zelda Glazer High School   **June 2021**