



Kelley Piering

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Skills

Programming Languages	ActionScript 3(3 yrs), Java(7 yrs), C++, C#
Tools & IDEs	Visual Studio, Eclipse, SVN, LaTeX
Graphics & Multimedia	Photoshop, Illustrator, Flash, InDesign
Web site Technologies	HTML, XHTML, JavaScript, CSS, SSI, Concrete5

Projects

Shelf Life
Fall 2009
Team of 4

Shelf Life is a 3D platformer about a gnome who lives inside of a refrigerator cleaning food and fighting mold monsters. Developed in C++/DirectX 10. Wrote gameplay, gnome, and menu code.

Revenge of the Duzzles
Spring 2009
Team of 4

Revenge of the Duzzles is a 2D top-down shooter where the player is a maid that has to fight sentience dust balls. Developed in C++/DirectX 10. Wrote gameplay code and created all of the graphics.

Image Mosaics
Winter 2008-2009
Individual

Image Mosaics was developed in Flash CS3 using Actionscript 3. The user uploads an image, which the program then displays as a mosaic. Via two procedures: (1) create a photo mosaic using a preset database of images; (2) use random points with Delaney Triangulation which are then filled with the average color of the three points.

Invasion Cute
Winter 2008-2009
Team of 11

Invasion Cute is a 2D platformer in which stuffed animals explore a universe, turning everything cute. As team leader, I divided up tasks and kept a close eye on the creation of the design document to ensure that new content fit with the original concept.

Work Experience

Freelance
Web Design and Development
Summer 2008 - Current

Design and developed web sites with varying technologies to meet the needs of the clients.

High Trek Adventure
Web Designer
Summer 2008 – Fall 2008

Design web sites and create the front end code. Created graphics for the web site, advertisement, and e-mail inserts.

EU Services
Web Intern
Summer 2007

Created web sites based on image files. Remade existing sites with cascading style sheets instead of tables. Repaired web sites that were not compatible with Internet Explorer 6. Created sites for Time Warner, YMCA, ASTD, Geico, and others.

Education

Masters of Science
Rochester Institute of Technology

Game Design and Development
Concentration in Content Development
May 2010 (anticipated)

Bachelor of Science
Rochester Institute of Technology

New Media Interactive Development
Concentration in Japanese Foreign Language
May 2008