

Nicole Elaine Epps

www.nicoleepps.com

ne.epps@gmail.com
(248) 703-8330

OBJECTIVE:

To obtain a full-time job as a gameplay programmer/designer.

EDUCATION:

Carnegie Mellon University, Master of Entertainment Technology (May 2008) Pittsburgh, PA

Spelman College, B.S. Computer Science, Minor Mathematics (May 2006) Atlanta, GA

Summa Cum Laude (10th in class)

SKILLS:

Flash	Actionscript	C++	HTML	Python	Java	Unix
Photoshop	MS Office	Writing	CSS	Perforce	Subversion	Panda3D

EXPERIENCE:

First Insight – Lead Game Programmer and Designer

Designed and coded several flash games and interactive activities for social networking sites with the goal of providing crowd-sourcing to retailers allowing them to make profitable buying decisions based on trends and user predictions

Pittsburgh, PA
Fall 2008
- Present

Semiotic Technologies – Lead Programmer

Programmed and contributed to the design of educational flash games for clients including the White House Historical Association, educating students about the Lincoln Era White House and the Emancipation Proclamation signing

Pittsburgh, PA
Summer 2008
– Fall 2008

ARx: Deep Sleep Initiative – Alternate Reality Game Design

Collaborated with team of six to design and implement a casual alternate reality game to which I supplied game design, web design, story creation, writing, and assisted with team management; The game was a Indiecade 2009 finalist and audience choice first runner up

Pittsburgh, PA
Spring 2008

Game Design Teaching Assistant

Directed students with design projects and graded papers

Pittsburgh, PA
Spring 2008

SilverTree Media - Programmer

Contributed to development of the Disney Fairies MMO using Flash and AS3

Pittsburgh, PA
Fall 2007

PROGRESS Online Flash Game

Worked as a programmer on a team of five to design an online flash game to teach girls ages 7-12 negotiation skills for our client the Program for Research and Outreach on Gender Equity in Society (PROGRESS)

Pittsburgh, PA
Spring 2007

Southwest Research Institute – Geosciences and Engineering Division

Worked two summers adapting and maintaining the graphical user interface (using Java) of probabilistic risk assessment software for the Center for Nuclear Waste Regulatory Analyses (CNWRA) and performing software validation and testing of risk assessment software

San Antonio, TX
Summer 2007
Summer 2006

Building Virtual Worlds

Class in which teams of 4 have 2 weeks to create themed virtual worlds; BVW show featured projects include: “Adventures in IT” and “Bills Bad Day”

Pittsburgh, PA
Fall 2006

NASA Glenn Research Center

Worked 3 summers in various divisions including the *Graphics and Visualizations Lab* programming a visual menu application for Windows using OpenGL and C++, the *Graphics and Visualizations Lab* designing and modeling a 3D Mars environment in LightWave 3D, and the *Communications Technology Division* developing and designing web templates

Cleveland, OH
Summer 2005
Summer 2004
Summer 2003

Häagen-Dazs

Worked as a server and cashier

Troy, MI
Fall 2001-Fall 2003

ACTIVITIES:

- Contributed to the design of the first iteration of The Secret City, a semi-historical alternate reality game.
- Presented and moderated a workshop about creating socially conscious Alternate Reality Games at the The Future of Interactive Technology for Peace Conference

Pittsburgh, PA
Spring 2009

Pittsburgh, PA
Spring 2008