



SARAH WILSON

sarahspolygons.com

[770]-500-6251

sarahspolygons@gmail.com

EDUCATION

Savannah College of Art and Design

2009-2014

-BFA in Interactive Design and Game Development with a concentration in Game Development

SKILLS

Languages:

-C++ & C #
-XML

-HTML 5
- GLSL/Cg

General Skills and Tools:

[Adobe CS]

-Photoshop
-Illustrator

-After Effects
- Dream Weaver

[Engines and Platforms]

-Unity
-Game Maker
-Leap Motion

-UDK
- Arduino and Raspberry Pi
-Oculus Rift

[Other Tools and Skills]

-CrazyBump
-Experience with Team Oriented Environments
-Experience with the Agile/Scrum Workflows

-Maya
- Rapid Prototyping and Iterating
-Experience with the CG Pipeline

PROJECTS

Project: Vertigo

2014

-1 player, 3-D puzzle game for the Oculus Rift designed at the SCAD-Atlanta campus
-Project Lead; saw the project from conception to completion
-Contributions: Solo senior project; handled the programming, design, art, and audio aspects

Blackjack

2012

- 1-4 player, programmed in the Linux Shell Window using C++ and Notepad ++
-Programmer; solo project in a C++ Programming Class
-Contributions: Created custom classes and programmed a blackjack game from template code

Shift [Recently Purchased by Cool Mini or Not]

2010-2011

-1-6 player, Battle Card Game designed at the SCAD-Atlanta campus
-Lead Designer; saw the project from conception to completion
-Contributions: Designed the game board and designed and balanced the mechanics