

# ANNA CORDARO

## GAME DESIGNER

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<http://acordaro.com/>

## WORK EXPERIENCE

### ID TECH CAMP

#### JULY 2019- PRESENT

- Taught students with no programming experience the core concepts of C#
- Instructed campers on how to use Unity, Github, MagicaVoxel and Vuforia
- Guided campers on project management and creating their own VR app

### CHILLENNIUM GAME JAM

#### OCTOBER 2018

- Game made during Chillennium Game Jam at A&M
- Worked on a team of interdisciplinary developers
- Served as a programmer and level designer

### DREARILY DREAMING, UTD

#### JANUARY - MAY 2018

- Produced a game in a classroom environment
- Lead a team of 23 interdisciplinary developers over a 9 week dev. cycle
- Facilitated team meetings
- Presented status updates to stakeholders

## SKILLS

- C#
- Unity
- Unreal Engine
- GitHub
- Jira
- Confluence
- JavaScript
- Java
- GameMaker
- Roblox
- MS Office Suite
- Adobe Creative Suite
- HTML5 and Dreamweaver
- Draw.io

### WOMEN IN GAMES ORGANIZATION, UTD

#### AUGUST 2017 - PRESENT

- Founding Member of Women in Games organization at The University of Texas, Dallas
- Purpose of the group is providing networking opportunities, job support and information sharing for women in Gaming industry
- Recruited new members
- Facilitated and ran meetings

### TANGELO GAMES, SPAIN

#### JUNE - JULY 2018

- Performed beta testing and language localization
- Created UI/UX elements using prefabs in Unity
- Created UI for in-game store
- Worked on Bingo and Slots Casino games

## REFERENCES

### DANIEL SANTEUGINI, LEAD UNITY ENGINEER

Tangelo Games S.L.U

Barcelona, Spain

[Daniel.Santeugini@tangelogames.com](mailto:Daniel.Santeugini@tangelogames.com)

### CHARMAINE WILLIAMS

#### CAMP DIRECTOR

ID Tech

American University, Washington D.C.

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## EDUCATION

### UNIVERSITY OF TEXAS AT DALLAS

BA in Arts, Technology, and Emerging Communication

GPA: 3.66 / 4.0

August 2016- December 2018