

ALEJANDRA Y. VILLANUEVA

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Experience

- Digital Leadership and Learning Trainer, Global Kids, Manhattan, NY** Sept 2019 – Present
- Lead designer and facilitator for curriculum centered around women's issues and digital skills
 - Manage afterschool program and different student projects across 5 different high schools
 - Support facilitating and curriculum writing for different high school program about global issues
- Recurser, Recurse Center, Brooklyn, NY** July 2019 – Sept 2019
- Explored and learned about different methods of AI for games using Unity and C++
 - Self-taught advanced C# topics by watching online tutorials and reading textbooks
 - Paired with other recursers to create games and other art projects in JavaScript
- Digital Media Engineering Intern, Sesame Workshop, New York, NY** June 2019 – Aug 2018
- Designed and programmed a brick breaker game for their 50th anniversary celebration
 - Improved and created new documentation of current processes and statuses across projects
 - Tested digital products including websites, games, and apps using JIRA for issue tracking

Projects

- Sex+ Game Jam 2.0** April 2019
- A one-day event dedicated to creating a safe space that fostered creativity and discussion specifically around the theme of sex-positivity and games.
- Auditory Adventure (C++, OpenFrameworks)** Jan 2019 – May 2019
- A prototype for the American Museum of Natural History and their sleepover events. Using the Kinect and blob detection, the animals in the Hall of Asian Mammals were brought to life.
- Sesame Breakout (GameMaker Studio 2.0)** Aug 2018
- A brick-breaker game developed in GMS 2.0 for Sesame Workshop's 50th anniversary celebration. This game can currently be found on Sesame Street's website.

Skills

Computer: JavaScript, Node.js, Express, HTML, CSS, Python, C++, C#, Twine, Unity
Office: Google Drive, Microsoft Office, Slack, GitHub, JIRA, Mabl
Languages: English (fluent), Spanish (proficient), French (beginner)

Education

New York University, Tandon School of Engineering, Brooklyn, NY
Bachelor of Science in Integrated Digital Media, GPA: 3.81, May 2019
Minor in Game Engineering
Honors: *magna cum laude*