

# Tetyana Kolomiyets

## Education

**Rochester Institute of Technology, Rochester, NY (GPA 3.58)**  
Bachelor/Master of Science in Game Design and Development, (dual degree)  
Minor in Mobile Development, (ex. graduation, May 2019)

## Projects

### **Strong Museum's The Original Mobile Games (Internship Project)**

*Released Game available on Android & iPhone*

*May 2018 – August 2018*

A collection of mobile mini games that replicate the experience of original hand-held dexterity games from 1890s and up. The games utilized the mobile phones gyro sensors to simulate the motions of small pieces in the 'boxes.' The app contains 20+ old-school dexterity games.

*Implemented and polished gameplay in several mini games available in the app. Worked on input management and UI. Ensured that the games were beatable and reflected the feel of the original analog versions.*

### **The Gristmill (Graduation Capstone)**

*September 2018 – Ongoing*

A graduation project developed in a core team of five graduate students as well as outsourced audio and UI teams to create a **production ready** game by graduation. Created in Unity, the game is a TCG with strategy and survival mechanics. Drawing inspiration from medieval and horror aesthetics, the game reflects a story of a tactician trying to ensure their camp's survival in the woods. The game will be reviewed by a Faculty Capstone Committee.

*Contributed to the visual design and overall aesthetic of the game. Produced the majority of non-UI art assets ranging from card art to environment and background art. Additionally completing a research thesis paper on The Effects of Visual Themes on Game Experience.*

### **Role Playing Dogs (Group Project)**

*April 2017 – May 2017*

An Android game made in Unity. Created in a group of three people, this game is a tapping casual game where player takes control of dogs who fight against evil cats. The player can summon more dogs with the Bones that they collect through winning missions.

*Contributed to the design of the game as well as the architecture of the game. Implemented summoning, targeting, team building and stat tracking alongside resource loading.*

## Work Experience

### **Mobile Game Dev Intern, Second Avenue Learning**

Rochester, NY – May 2018 – August 2018

- ❖ Converted Analog Dexterity games into Mobile phone games
- ❖ Worked with Unity Engine and Unity Collab
- ❖ Implemented UI and input management into a mobile game

### **Front-End Web Dev Intern, Forbes**

Rochester, NY – May 2017 – August 2017

- ❖ Worked on their new CMS
- ❖ Input management through Forms
- ❖ Created reusable animations using Angular2
- ❖ Programmed page transitions and input animation

## Skills

**Programming:** JavaScript, Angular 2, AngularJS, Redux, React, C#

### **Software:**

Visual Studio, Adobe Photoshop and Illustrator, Microsoft Office, RPG Maker VX Ace, Unity 5+, Android Studio

## Activities/Interests

### **Digital Arts and Design**

Self-taught digital art through Photoshop and Paint Tool SAI. Currently completing a research paper on *Effects of Visual Themes on Game Experience*.