

Olivia Maciejewska

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WORK EXPERIENCE

Bolder Games | Disney Starship Cruiser in-room narrative AI character - Disney Imagineering Subcontract

- **Gameplay Scripter** | Sep 2021 - Present
 - Worked closely with both the creative and developer teams to architect and implement gameplay.
 - Responsible for maintenance post-production.
- **Lead Analyst** | Sep 2021 - Present
 - Provided training, led daily standups, distributed priorities to the team.
- **QA Analyst** | Jul 2021 - Sep 2021

University of Colorado, Boulder | Learning Assistant | August 2017 - December 2017

- Helped facilitate discussions during group projects during weekly recitations for Calculus 1

EDUCATION

HarvardX | Computer Science for Game Development Professional Certificate | May 2020

Sample of Coursework: Intro to Computer Science, Intro to Game Development

Arizona State University | Big Data Master Track Certificate | January 2020 - May 2020

Sample of Coursework: Advanced Software Analysis and Design, Software Verification and Validation, Foundations of Algorithms

University of Colorado, Boulder | Bachelor of Arts in Psychology | August 2013 - May 2018

Sample of Coursework: Calculus 1 & 2, Psychological Statistics, Math and Science Education, Discrete Structures, Computer Science 1, Data Structures

PERSONAL PROJECTS

Game Off 2020 Game Jam | <https://github.com/GeorgesABrunet/GameOff2020GameJam> | Dec 2020

- Worked as gameplay programmer on a team of 2 to create a game using Unity and C#
- Implemented enemy AI, A* pathfinding for enemies, and particle systems
- Available on itch.io: <https://pootpootpoot.itch.io/mission-13151514>

My First Game Jam: Summer 2020 | <https://github.com/oliviamaciejewska/my-first-game-jam> | July 2020

- Worked as gameplay programmer on a team of 2 to complete a game using Love2D and Lua
- Implemented obstacle spawning, character controls, and linear motion to obstacles and background
- Implemented state machine containing the enemy states and character states
- Available on itch.io: <https://therealmoopmoop.itch.io/diaperchange>

GD50 | <https://github.com/oliviamaciejewska/gd-50>

- Completed projects in Love2D and Lua including: Pong, Flappy Bird, Breakout, Match 3, Super Mario Bros., Legend of Zelda, Angry Birds, and Pokemon
- Completed 3D projects in C# and Unity including: Helicopter Game, Dreadhalls, and Portal
- Solo Final project: 2D crafting/survival RPG in C# using Unity (in development)

SKILLS

Programming: C/C++, Lua, C#, Python (prior experience), SQL (prior experience)

Softwares: Unity, Love2D, Visual Studio, GIMP, Aesprite, Microsoft Office

Language: English (native), Polish (fluent), Spanish (conversational)