April Grow
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Education:
University of California, Santa Cruz, California
B.S. Computer Science: Computer Game Design Senior
Graduating Spring, 2011
Cumulative GPA: 3.98

Mission College, Santa Clara, California
A.A. General Studies
December 2008

Research Experience:

Summer 2010 -   Undergraduate Research Assistant (Computer Science)
Spring 2011   Dr. Marilyn Walker
                  University of California, Santa Cruz
                  Santa Cruz, CA
Assisted graduate students with various research projects including natural language generation using the RealPro realizer for Dr. Walker's Personage system, story and game design for an augmented reality exergame on the Android platform (SpyFeet), and user interface mock-ups using flash for previously mentioned application.

Winter 2011 -   Undergraduate Research Assistant (Computer Science)
Spring 2011   Dr. Noah Wardrip-Fruin
                  University of California, Santa Cruz
                  Santa Cruz, CA
Assisted graduate student Anne Sullivan with her PhD research in an intelligent quest structuring system (Grail GM) through designing a quest-based game and developing a computational prototype in Flash using predicate logic.

Skills and Qualifications:
Programming:
        Languages: C++, C#, Flash, Java
        Environments: Windows
        Libraries and SDKs: OpenGL using Glut, Android 2.2, Adobe Flash Builder 4

Graphics:
        Adobe Photoshop, Adobe Illustrator, Adobe Flash, Autodesk Maya, Blender, Gimp