ANASTASIA GREEN

CREATIVE TECHNOLOGIST

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ABOUT

Designer and Programmer with a passion for games and interactive media. Quickly able to pick up new skills, and always looking for new innovative ways to solve problems.

SKILLS

VR/AR/XR Development
Object Oriented Programming
Game Design
Environment Design
Interaction Design
3D Modeling
UI/UX
Prototyping
Usability testing
Basic Web Development

Programming Languages
- C#, C/C++, Javascript, Python, Lua

Tools & Software
- Unity, UE5, Blender, Maya, Adobe Creative Suite, GIT/Github, Oculus, HTML & CSS

EDUCATION

New York University (NYU) - Tandon
- MS in Integrated Design & Media · Graduated May 2023 · GPA 3.9

The College of New Jersey (TCNJ)
- BA in Interactive Multimedia, Minor in Women, Gender, & Sexuality Studies · Graduated May 2021 · GPA 3.1

PROJECTS

Integrated Design & Media MS Thesis "Something's Coming"
SPRING 2023
- Designed a Virtual Reality Art Game for the Oculus Quest 2
- Created project in Unity, coded using C#
- Conveyed intricate themes of existentialism via environmental storytelling
- Scripted satirical and engaging dialogue and story
- Guided users through the experience at multiple showcases and worked through live user feedback

Interactive Multimedia BFA Thesis "The Lake House"
2020 - 2021
- Designed a Virtual Reality Puzzle Game for the Oculus Quest 2
- Created project in Unity, coded using C#
- Utilized a deep understanding of several VR development concepts
- Implemented narrative and puzzles via C# scripting
- Created all assets, including models, illustrations, and other visuals

EXPERIENCE

Virtual Reality Docent, Oregon Shakespeare Festival, QuillsFest
FALL 2022
- Guided users through putting on VR headsets and getting acclimated to the virtual worlds
- Managed the queue of users/testers, troubleshooting issues
- Engaged with users and assisting them with their experiences

GameMaster, Escape Cape May
SUMMER 2019
- Set up and upkeep escape rooms, ensuring that each room was cleaned and reset properly in a timely manner between games
- Answered phones to take bookings, handling money and worked to avoid scheduling conflicts
- Communicated with customers and help them solve puzzles and complete the game
- Used problem solving skills to work on updating and replacing puzzles inside the rooms