

Maria Alejandra Montenegro

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Purpose	Obtain an internship in the field of Interactive and Creative Technology as a developer.	Summer 2014
Education	Carnegie Mellon University , Entertainment Technology Center (ETC) , Pittsburgh,PA Master of Entertainment Technology Rensselaer Polytechnic Institute, Troy, NY Dual Degree: B.S. Computer Science and B.S. Electronic Media, Art & Communication GPA: 3.5/4.0	May 2015 Dec. 2012
Skills	OpenFrameworks, Unity3D Programming Languages : C++, C, C#, .Net, JavaScript, HTML5, CCS, Python, SQL, OpenGL Hardware Inputs : Arduino, Xbox Kinect, Oculus Rift, Leap Motion Design Programs : Autodesk, Dreamweaver, Photoshop, Illustrator, InDesign, Flash, After Effects	
Projects	Fhink - Social Network for Emotions - UI,UX,Front End Developer Questyinz - Programmer / Co-producer An educational game for Allegheny County Library Association. <ul style="list-style-type: none">• Focused on exploration and system thinking educational techniques. Building Virtual Worlds - Programmer Total of five two-week fast game prototypes. <ul style="list-style-type: none">• Maze of Hearts: Kinect game - take pieces of heart back to robots heart - human shadow.• Muzilla: Leap Motion DJ - environment reacts to music - FFT analyzer.• The Last Egg: A six PS. Move team game.	Spring 2014 Spring 2014 Fall 2014
Related Courses	Applied Machine Learning Emphasized on learning and understanding machine learning algorithms and how to apply them in real world problems to learn and proof hypothesis. Advanced Computer Graphics OpenGL simulations in topics like cloth, fluids, and rendering techniques like raytracing, radiosity, photon mapping, etc. Art & Code & Interactivity Create interactive experiences and artwork with OpenFrameworks and various hardware inputs.	
Relevant Experience	Interactive Developer (Freelance) - www.Fusion-Sky.com With the use of OpenFrameworks, OpenGL and unique platforms like: <ul style="list-style-type: none">• Microsoft Kinect, Motion Capture, Oculus Rift, Leap Motion• Arduino, Touch Screens, Lighting• Projection Mapping, Pepper Ghost Web Front End Developer: UI,UX, ASP.NET, HTML5, PHP, CSS and JavaScript, MySQL. Smoke Ring Simulation - RPI Independent Research Study A smoke ring rendering simulation with the use of photon mapping and an octree data structure. (OpenGL,C++) FusionSkyGames - RPI Independent Research - www.FusionSkyGames.com An Efficient HCI to Foment Learning in Developing Countries. <ul style="list-style-type: none">• Researched and tested several HCI methods to increase and promote learning in children age 7 - 12 in Latin America and economically challenged areas.• Utilized the findings to create NumberMission. NumberMission - www.NumberMission.com An interactive Xbox Kinect green math game. <ul style="list-style-type: none">• Game designer, game developed and game artist.• Game emphasizes multiplication and division in an interactive way with a green theme that encourages recycling and awareness of environmental issues.• Selected from over 25 teams to compete and represent RPI in Vicarious Vision's competition at RPI GameFest 2012. Air Products & Chemicals Co-op position in the IT department (infrastructures and automation team). <ul style="list-style-type: none">• Team leader and lead programmer in the development of an App Store in ASP.NET.• ASP.NET application development for business analysis.• WPF and Windows Forms development for business automation applications.• Developed tools for Microsoft software's including SCCM, SCOM, and OPALIS.	May. 2012 - Present Dec. 2012 Sept. 2011 - Present Jan. 2012 Jan. 2011 - July 2011
Activities	<ul style="list-style-type: none">• SIGGRAPH 2012 Student Volunteer• Experience/training in Six Sigma (yellow belt)• RPI Women's Varsity Swimming Team• World Traveler and Cultural Explorer	Jan. 2011 - July 2011 Sep. 2008 - May 2012