

<https://www.linkedin.com/in/samantha-trimboli/>

Portfolio: <https://samanthatrimboli9.wixsite.com/portfolio>

EDUCATION:

Carnegie Mellon University, Pittsburgh, PA

Anticipated Graduation May 2025

- Masters in Entertainment Technology
- Emphasis is 3D modeling, visual story, and building virtual worlds.

Yale University, New Haven, CT

May 2023

- Bachelor of Arts in Computing and the Arts
- Emphasis in traditional and digital animation, 3D modeling, game design and development, programming techniques, mathematical tools for computer science, human computer interaction and computer graphics.

AWARDS AND RECONGNITION:

- Recipient of ETC Fellowship, GEM Fellowship, Grace Hopper Student Scholarship 2020, and Richard U. Light Fellowship 2021 and Creative Performing Arts Award September 2021 and January 2022.
- Featured artist in the Yale Global Health and Yale Layer.

EXPERIENCE:

Depository Trust and Clearing Company, IT Intern:

June -August 2023

- Designed wireframe and mockups for web application.
- Customized and developed frontend of pre-existing tools to align with brand identity and Web3 Faucet application.
- Researched and tested block explorer auxiliary tools.
- Supported troubleshooting and debugging of backend development infrastructure; documented all implementations changes.

Sea Pine Productions, Freelance Illustrator:

September - March 2023

- Created sketches and color illustrations for Yale School of Management training video.
- Collaborated with producer on design compositions and storytelling.

MIT Lincoln Laboratory Radio Frequency Technology Intern:

June - August 2022

- Implemented LMS adaptive FIR filter for a transceiver.
- Conducted research on continuous transmit and receive radars alongside industry leaders in electrical engineering.

SheCode, Co-leader:

January 2020-May 2022

- Taught class of 20 middle schoolers Python and Java; responsible for lesson planning and assignment review.
- Recruited teaching assistants and future leadership.

Yale Pathway Student Scholar Program, Teaching Assistant:

July 2020

- Managed interpersonal relationships between faculty, students, and parents; coordinated lesson and assignment logistics.
- Led group of 10 high schoolers in python debugging and optimization techniques.

Stanford Pre-Collegiate Summer Session for Game Design, Participant:

July - August 2018

- Attended intensive Game Design program among 50 other students from global application pool.
- Prototyped 2D fighting game on a small team of 5; designed characters and connected sprites to game mechanics.

COMMUNITY INVOLVEMENT:

Game Devs of Color Expo Yale Student Coordinator:

October 2021 - August 2023

- Wrote proposal for annual funding to the Game Devs of Color Expo and received full funding; created marketing collateral.
- Organized 15 attendees for event and Yale on campus meet and greet.

Black Student Alliance at Yale:

September 2019 - May 2023

- Positioned as community project leader during 2019 and collaborated on local clothing drive.

Residential Counselor, Froco:

August 2022-May 2023

- Peer mentor for 15 first-year students on academic schedules, and social development.
- Organized and budgeted bonding activities for underclassmen

SKILLS:

Languages: English, Conversational Korean

Computer Software: JavaScript, Python, C, C#, C++, HTML/CSS, Photoshop, Premiere Pro, Blender, Unity, and Maya.

Design: Oil, acrylic, watercolor, gouache, ink, and digital painting (Procreate).