

Amelia Caird

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OBJECTIVE

Seeking a full time position that allows me to utilize my knowledge of user experience. Available beginning June 2025.

EDUCATION

Rochester Institute of Technology, Rochester, New York

August 2021 - December 2024

- Bachelor of Science - Major: Game Design and Development,
Minors: Archeology, Visual Culture

GPA: 3.7

SKILLS

Programming Languages: C++, C#, HTML, JavaScript, CSS

Tools: Unreal Engine 4, Godot, Unity, Visual Studio, Visual Studio Code, OpenGL, Direct3D 11, Perforce, GitHub, Trello, Canva, Maya, Axure, Adobe After Effects, Wordpress, Elementor, Yoast SEO, Microsoft 365

WORK EXPERIENCE

Genesee Country Village & Museum

February 2025 - Present

Digital Content Intern

Mumford, New York

- Redesigned the GCV&M website to improve SEO and create a more cohesive user experience
- Created a guidebook for website best practices
- **Skills:** WordPress, Elementor, Yoast SEO, Google Analytics, Microsoft 365

Magic Maker Program

May - August 2024

Lead Level Designer

Rochester, New York

- Designed levels and marketing for *Bait & Tackle*, a 2D boss rush created by a team of 10 with the support of MAGIC Spell Studios
- Anticipated Steam release August 2025
- **Skills:** Godot Engine, C#, GitHub, Trello, Canva, Instagram, X

RIT - School of Interactive Games and Media

May - August 2023

Game Developer/Level Designer

Remote

- Created levels for ChangelingVR to onboard the player into the game. Introducing the player to their character and the game controls
- **Skills:** Unreal Engine 4, Perforce, Discord, Trello, and ClickUp

PROJECTS

Portfolio | HTML, CSS, Visual Studio Code, GitHub Pages

June 2025 - Present

- Recreated my portfolio with the goal of conveying my personality through design

Bait & Tackle | Godot, C#, GitHub, Trello, Canva, Instagram, X

August 2023 - Present

- Designed levels and implemented assets
- Manage social media accounts

Direct3D 11 Project | C++, Direct3D 11, GitHub, Visual Studio

January - May 2024

- Learned about the fundamentals of graphics engines by creating shaders, materials, and lighting

Bloom | HTML, CSS, JavaScript, Visual Studio Code, GitHub

May 2023

- Awarded MLH: Best Use of GitHub at WiCHacks 2023
- Created a self-care habit tracker on a team of 3

ACTIVITIES

Women In Computing (Organization)

August 2021 - December 2024

- Assist in coordinating multiple events for the organization and Rochester community
- Teachers Assistant for ROCgirl Hacks and Girl Scout Tech Badge Day