

Eve Powell

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- Objective** Assist in the design and creation of innovative, challenging, and entertaining game initiatives.
- Skill**
- Programming proficiency in C++/C#/Java/Ruby.
 - Design experience in RPG Maker and Unreal Editor
 - Scripting experience in various scripting languages.
- Education** **University of North Carolina – Charlotte**
Currently a senior in Computer Science program
Graduated Spring 2007
Completed Minor in Japanese
Current Term GPA- 4.00
- Relevant Courses**
- Game Design and Development Studio
 - Technical Communications (Award Received)
 - Introduction to Computer Graphics
 - Introduction to Artificial Intelligence
- Awards and Special Activities**
- ❖ **International Game Developers Association (IGDA) – Game Development Conference Scholarship Winner 2007.** IGDA chose 25 game developers to send to the GDC.
 - ❖ **CRA-DMP (Distributed Mentor Project) Participant 2007-**This highly selective program matches promising undergraduate women with a faculty mentor for a summer research experience for ten weeks.
 - ❖ **Gamers’ Alliance President/Founder-** The Gamers’ Alliance is an attempt to increase interest and diversity in computer science by introducing the “fun” side of computing to UNCC students and other communities.
- Work Experience**
- UNCC Game Learning Lab, Charlotte, North Carolina**
Lab Assistant/Research Assistant
Summer 2006 - present
- UNCC Hallym Game Design Program, Charlotte, North Carolina**
Lab Assistant
Summer 2005 and 2006
- References** Available upon request.

