JULIA SHERBAL

516-652-3455 ~ sherbal.j@northeastern.edu ~ https://juliasherbal.github.io
Availability: June 2023

Education

Northeastern University, Boston, MA   September 2019 - Present
Khoury College of Computer Sciences   Expected: June 2023
Candidate for a Bachelor of Science in Computer Science and Game Development
GPA: **3.84**/4.00 Dean's List
Coursework: Fundamentals of Computer Science 1 & 2, Object Oriented Design, Algorithms & Data, Computer Systems, Programming in C++, Foundations of Game Design, Games and Society, Rapid Idea Prototyping, Game Studio, Level Design and Game Architecture, Game Programming, Building Game Engines, Computer Graphics, Game Concept Development

Oyster Bay High School, Oyster Bay, NY   September 2015 - June 2019
Coursework: Advanced Placement (AP) Computer Science A & Principles, AP Calculus BC, Video Game and Web Design
Activities: Coding Club (founder), Hour of Code, Spring Musical, Varsity Track & Field, Student Council (Vice President)

Computer Knowledge

Languages: Java, C++, C#, C, HTML, CSS, Javascript, Python, JSON, Assembly
Frameworks: Unity, IntelliJ, Eclipse, Visual Studio, VS Code, Git, Plastic, ASP.NET Core, Microsoft Azure, SSMS, OpenGL
Relational Databases: SQL

Experience

Northeastern Khoury College *Teaching Assistant*   January 2022 - Present
- Mentor students on fundamental Java programming topics such as dynamic dispatch, abstraction, and design patterns
- Communicate with professors to improve students' experience in class

Northeastern Game Development Club *Vice President*   May 2021 - Present
- Organize club meetings and Unity workshops to mentor students on game design principles and programming skills
- Collaborate with nearby colleges to coordinate game jams where students build games in a limited period of time

Massachusetts Digital Games Institute *Producer and Game Programmer*   May 2022 - August 2022
- Programmed with Unity to publish a single-player 2D time-management game, Cafe Cat, to iOS and Google Play stores
- Produced team of 6 developers and artists from conception to release through daily stand-ups and Kanban methodology
- Maintained readable code and project documentation through Plastic version control

Coverys: Medical Liability Insurance & Solutions *Information Technology Co-op*   July 2021 - December 2021
- Improved client experience of Med-IQ website which offers courses to medical professionals to mitigate malpractice
- Performed full-stack web development to ensure users could easily access their correct courses and course certificates
- Implemented OOD practices and MVC patterns to maintain and debug Med-IQ website using C# and ASP.NET
- Collaborated with QA, development, and business teams in daily stand ups using Agile/SCRUM methodologies

Projects

Fruitnight   January 2022 - April 2022
- Created single-player 2D fruit themed dating sim / RPG in Unity where players fight their way into the best smoothie
- Programmed dating aspect of game using Twine and C# JSON Serialization to easily manipulate dialogue trees
- Enhanced responsiveness and user experience of game with sound effects, particle systems, and animations

Dragon Game   January 2021 - April 2021
- Collaborated to create single-player 3D RPG game in Unity where players unlock spells to fight various monsters
- Designed and programmed enemies with various movesets and levels with different scenery and environments
- Organized playtests and analyzed feedback to develop new iterations of prototypes that enhanced gameplay

Echo Lost   January 2021
- Developed single-player 2D platform game in Unity where players use echolocation to navigate through dark
- Organized UI and sound design of the game to enhance accessibility and user experience
- Programmed scripts in C# to create an echolocation mechanic, navigate through UI, and progress between levels