## **Nadya Primak | Game Developer | www.nadyaprimak.com**

**SHIPPED GAMES**

#### Grand Canyon Quiz Game • Jun 2019 - Feb 2020

* An educational game built with Unity where you control a boat in the Grand Canyon. [Released on the Google Play Store](https://play.google.com/store/apps/details?id=com.NadyaPrimak.GrandCanyonAdventure).
* The Unity 3D game was shown at a local library indie event and feedback from players was included in the latest release
* Was accepted as a listing on sciencegamescenter.org, a popular site for teachers to find educational games.
* Particularly challenging aspects included preventing players from moving their boat on land, creating a realistic feeling of boat bobbing up and down on water, and adjusting length of river so that the game was the right level of difficulty for kids.
* Grand Canyon Quiz Unity game was developed entirely solo with the exception of environment assets purchased on Steam.

#### Nightcrawler VR Bowling • Feb 2017 - May 2017

* A VR bowling game built with Unity. [Released on Steam](https://store.steampowered.com/app/646180/Nightcrawler_VR_Bowling/).
* Particularly challenging aspects included adjusting sensitivity for detection of knocked down pins, tweaking the environment for distance of player from pins and relative height from the ground, and creating an immersive nightlife space to stand out from other bowling games.
* Was wait-listed for 2020 Super MAGFest Indie Games Showcase.
* Night life scenery assets were purchased on the Unity Store, with the exception of pins which were modeled in Blender.
* Developed and play tested with first generation HTC Vive headset and Unity Store VR add-ons.

#### Play Hnefatafl • March 2015 - May 2015

* A JavaScript browser game for playing the ancient Viking board game Hnefatafl. [Released on its own domain](https://www.play-hnefatafl.com/).
* Receives an average of 30,000 visits per month
* Goal was to build an online version of Hnefatafl which had a better user interface that was easier for beginners to understand than existing online versions of the game.
* Particularly challenging aspects included creating a JavaScript algorithm that would highlight where each piece moved when player clicked on them, finding and creating appropriate graphics in Photoshop for an old fashioned design, and dealing with HTML5 Canvas idiosyncrasies for displaying pieces in the correct spots and re-rendering the board.

*To see additional games, visit* [*www.nadyaprimak.com*](http://www.nadyaprimak.com/)

**WORK EXPERIENCE**

#### Software Engineer II • SocialTables | Cvent • Sept 2019 – Present

* Working in a fast-paced environment on event planning applications built with ES6, React, Redux, Typescript, and Node.
* Worked on an integrated team with other designers and developers that shipped $1M branded PDF export feature.
* Also helped ship attendee import integration with Cvent platform.

#### Front End Developer • SmartBrief • Feb 2019 – August 2019

* Building AngularJS Curate e-mail content creation platform for editorial team to search articles, create filters, modify sources, add articles, save articles, and manage multiple email briefs with ease.
* Responsible for coordinating meetings for design improvements and offering feedback for optimizing the user experience.

#### Front End Developer • Factsquared • Feb 2018 – Nov 2018

* Rebuilt and redesigned Factba.se from the ground up, creating a new Angular web app.
* Designed features to optimize the political opposition research process.
* Features include searching transcripts of political figures and displaying dynamic data visualizations of resulting datasets.

#### Senior UI Engineer • DiscoverOrg • Jun 2017 – Jan 2018

* Created and polished AngularJS components for the DiscoverOrg sales B2B software.
* Helped transition team after acquisition event.

## Senior UI Developer• TEKsystems • Nov 2016– Jun 2017

* Developed responsive and accessible sites, web games (crossword puzzle), and data collection systems with JavaScript and AngularJS.

#### Software Engineer • Label Insight • Nov 2015– Jun 2016

* Improved the AngularJS SmartLabel platform, optimized responsive design, and built new front end for data quality team

#### Art Tech Coordinator • Oberlin College • Aug 2013– Jun 2015

* Organized and taught workshops to college students introducing Adobe products including Photoshop, Illustrator, InDesign, and Premiere Pro.

**EDUCATION**

#### B.A • May 2013 • Oberlin College

Graduated with Honors in Visual Arts with a Concentration in Computer Science

Game Development | University of Michigan – Coursera - Ongoing

[Introduction to Game Development](https://www.coursera.org/account/accomplishments/records/449DKSLTVDTS?utm_source=link&utm_medium=certificate&utm_content=cert_image&utm_campaign=sharing_cta&utm_product=course), [Game Development for Modern Platforms](https://www.coursera.org/account/accomplishments/records/SNPZE97NYSYT), [Principles of Game Design](https://www.coursera.org/account/accomplishments/records/U42YRH9GALCK), [Business of Games and Entrepreneurship](https://www.coursera.org/account/accomplishments/records/AJ6MP8JKS5CL)

Interaction Design | UC San Diego – Coursera - Completed Feb 2017

[Human Centered Design Intro](https://www.coursera.org/account/accomplishments/certificate/U36PUZS8JJ47), [Design Principles Intro](https://www.coursera.org/account/accomplishments/certificate/6HKBMKKR9H5T), [Social Computing](https://www.coursera.org/account/accomplishments/certificate/57RRU8K89R57), [Input and Interaction](https://www.coursera.org/account/accomplishments/certificate/5EZ7JXKCAWCY), [Research and Prototyping](https://www.coursera.org/account/accomplishments/certificate/TCF4JBGYLVYU), [Information Design](https://www.coursera.org/account/accomplishments/certificate/BZ7ZR4PXQGEP), [Running Experiments](https://www.coursera.org/account/accomplishments/certificate/ESZ3DQR6SQ7F), [Capstone](https://www.coursera.org/account/accomplishments/certificate/PMCR43GCXGDT)

**SKILLS**

## Unity, JavaScript/ ES6, React / Redux, Node, Typescript, AngularJS, C#, User Experience Design, Graphic Design, Photoshop, HTML/CSS

**LEADERSHIP**

Published Books

[*Foot in the Door: Getting your First Job in the Tech Industry as a Self-Taught Programmer*](https://www.amazon.com/Foot-Door-Getting-Industry-Programmer-ebook)

Hacker Noon Top Stories

[Learn to Code with Pico-8 Games](https://hackernoon.com/learn-to-code-with-pico-8-games-z54n36it), [Hydra Tutorial for Live Coding Visuals](https://hackernoon.com/hydra-tutorial-for-live-coding-visuals-1h4532qa), [Making a Music Visualization with P5JS](https://hackernoon.com/beginner-p5js-tutorial-a-spacycloud-live-workshop-retrospective-2r9f3yp0)

[What it Means to be a Creative Coder](https://hackernoon.com/what-it-means-to-be-a-creative-coder-sk2824sh)