

Amelia Caird

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SKILLS

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

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

WORK EXPERIENCE

Genesee Country Village and Museum

Digital Content Intern

Mumford, New York

February - August 2025

- Redesigned the GCVM website using Wordpress and Elementor to improve SEO and create a more cohesive user experience
- Created a guidebook for website best practices that has been successfully used to onboard new employees
- **Skills:** WordPress, Elementor, Yoast SEO, Google Analytics, Microsoft 365, Canva

Rochester Institute of Technology

Lifeguard

Rochester, New York

2021 - December 2024

- Maintained up-to-date knowledge of CPR, AED, and lifeguarding techniques through continuous training
- Demonstrated strong interpersonal skills by effectively communicating with patrons and team members

MAGIC Spell Studios - Magic Maker Program (Bait and Tackle Phase 1)

Level Designer and Marketing Lead Intern

Rochester, New York

May - August 2024

- Designed and implemented levels that effectively teach mechanics and introduce a narrative
- Utilized my social media and graphic design skills to amass a following across various social media platforms
- **Skills:** Godot Engine, C#, GitHub, Trello, Canva, Instagram, X

RIT - School of Interactive Games and Media

Game Developer/Level Designer Intern

Remote

May - August 2023

- Created levels for *ChangelingVR* to effectively onboard the player into the game
- Organized existing Unreal Engine Blueprints, ensuring readability and optimization
- **Skills:** Unreal Engine 4, Perforce, Discord, Trello, and ClickUp

Joann Fabrics

Retail Associate

Watertown, New York

May - August 2022

- Delivered a positive customer experience by completing sales and assisting customers
- Conducted inventory management and ensured a clean store environment

PROJECT EXPERIENCE

MakesByMila | *Etsy, Canva, Instagram*

January 2026 - Pres.

- Manage and create product for *MakesByMila* on Etsy
- Create content and analyze data for @makesbymilaa on Instagram

Bait and Tackle Phase 2 | *Godot, C#, GitHub, Trello, Canva, Instagram, X*

August 2023 - Present

- Worked closely with artists to create an efficient art asset pipeline
- Implemented UI assets using Godot's Canvas Layer system to align with the *Bait and Tackle* aesthetic
- Published to Steam with over 21,000 units sold

Biome | *Google Docs, Google Sheets, Canva*

January - May 2023

- Designed and calculated development costs for the distribution of a board game

COMPUTING EDUCATION AND AWARDS

Rochester Institute of Technology, College of Computing and Information Sciences

Rochester, New York

Bachelor of Science, Game Design and Development

December 2024

Minors: Archeology, Museum Studies

- GPA : 3.7
- Awarded Dean's List Every Semester
- Women In Computing Club Member