

Amelia Caird

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SUMMARY OF QUALIFICATIONS

- Focused professional skills in level design
- Strong problem solving skills with ability to design, prototype, and propose technical solutions
- Strong communication skills, as demonstrated by experience working on large teams

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

Dual Minors in Archeology and Museum Studies

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

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

Mumford, New York

Digital Content Intern

February - August 2025

- Redesigned the GCV&M 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

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

Rochester, New York

Level Designer & Marketing Lead Intern

May - August 2024

- Designed and implemented levels that effectively teach mechanics and introduce a narrative
- Utilized social media and graphic design skills to amass a following of 80 users across Instagram and X
- Anticipated Steam release August 2025
- **Skills:** Godot Engine, C#, GitHub, Trello, Canva, Instagram, X

RIT - School of Interactive Games and Media

Remote

Game Developer/Level Designer Intern

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

PROJECT EXPERIENCE

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

June 2025 - Present

- Recreated portfolio with the goal of conveying personality through design

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

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 Pages*

May 2023

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