

# Alison J. McKenzie

alison@alisonjmckenzie.com

## Objective

---

To obtain a full-time position or internship in graphics programming, quest design, video game writing or game design where I can apply my technical experience and creative strengths.

## Skills

---

Programming (C++, C, Java, OpenGL, DirectX); mathematics; writing (creative and nonfiction); communication; organization, digital art

## Education

---

- Currently enrolled part-time at Digipen Institute of Technology, Master's of Science in Computer Science
- Joint Bachelor's degree in Mathematics and Computer Science (Creative Arts Focus)

## Experience

---

### Job Experience:

- Part Time Sales Associate: Dragons Lair Comics & Fantasy (August 2010 – current)
- Part Time Miscellaneous Work: Paizo Publishing (Summer 2009 – December 2009)
- Customer Service Representative: Paizo Publishing(Summer 2008 – Summer 2009)
- Tech Support: Three years experience working for Guilford College IT&S, including:
  - One year experience as student help desk worker
  - One year and one summer experience as student assistant systems technician
  - One year experience as a help desk supervisor
- Newspaper Internship: The Ferndale Enterprise, Ferndale, California (Summer 2006) (reporter, copy-editing)
- Sales Associate: Redwood Coast Computer Assistance (Summer 2005)
- Sales: Fast Track Performance Parts & Accessories (Summer 2005)

### Extra-Curricular Activities:

- Worked with a team to design a 3D animation for the Guilford College Theater Production Eurybode
- One-on-one experience in Lightwave with Jonathon Preston of Out of Our Mind Studio

## Creative Achievements

---

### Video Game Design/Programming:

- *Izzy Is Lost!* : general programming, art direction, and art on game team for 2D puzzle platformer about a solar-powered robot trapped underground who must manipulate mirrors to reflect light so he can escape (for Master's Project I course at Digipen)
- *Unforgotten* : general programming, game designer, for a 3D environment exploration puzzle game about a boy and his dog exploring an abandoned house (for Master's Project II course at Digipen)

### Writing:

- Contributed to a tabletop roleplaying game supplement for the Pathfinder Roleplaying Game system published February 2010 (Pathfinder Chronicles: Guide to the River Kingdoms)
- Wrote a tabletop roleplaying game scenario for Paizo Publishing's Pathfinder Society published January 2009 (Pathfinder Society Scenario #12: Stay of Execution)
- Veterans of Foreign Wars 2003 Annual Speech Contest: 1st place local, 2nd place regional
- Annual Rotary Speech Contest 2003: 1st place local, 2nd place regional
- Two poems published in anthologies