

# JOLYN SANDFORD, programmer | artist | ux designer

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## skills

- + Comfortable with Windows, Mac OSX, and Unix/Linux
- + Experienced with version control software (Git, SVN)
- + Social media efficacy

## Software

- + Microsoft Office
- + Google Docs
- + Photoshop
- + Illustrator
- + Premiere
- + InDesign
- + Adobe Flash
- + Maya
- + PaintTool SAI

## Coding Languages

- + HTML5/CSS3
- + Javascript/JQuery
- + PHP
- + Java
- + C/C++
- + C#
- + Python
- + Visual Basic

## Creative

- + Digital & traditional illustration
- + Costuming and prop-making
- + Fashion design
- + Photography

## honors

### Henry Armero Award

2014 || Awarded \$1200 for self-directed project

### CMU Presidential Scholarship

2011-2015

### Parasol Mushroom

July 2011 || Best Entry in GameCareerGuide's Game Design Challenge: Photo Challenge

## education

### Carnegie Mellon University

*Bachelor of Computer Science and Art*

GPA: 3.32 / 4.00 || Dean's List (2014-2015)

Class of 2015  
Pittsburgh, PA

## work experience & projects

### Epic

June 2015 – Sept 2016

*Software Developer / User Experience Designer*

Verona, WI

Rapidly acquired proficiency in Epic's electronic medical record system in order to develop and debug new features for complex, pre-existing software. Transitioned components from Visual Basic to web (HTML, CSS, C#, and Javascript). Conducted research to gauge response to new features.

### Carnegie Mellon University

March 2013 – May 2015

*General Cluster Consultant*

Pittsburgh, PA

Reported and resolved technical issues with software and hardware as they arose. Assisted students and faculty with use of computer labs & related facilities, managed multimedia lending service.

### Mojo Game Studios

June 2012 – Aug 2013

*Writer/Content Developer*

Pittsburgh, PA

Wrote content in collaboration with a start-up team, including coherent lore, characters, backstory, and story arcs. Developed assets such as cultural symbols and an alphabet for use with in-game mechanics.

### Global Game Jam

Spring 2013

*Group Competition*

Pittsburgh, PA

Participated in a 48-hour-straight Game Jam with a team of three other Computer Science & Art majors to create a game (*Radioactive*) built in Java from scratch. Developed all story & art/assets.

### Marvel Entertainment, LLC

Summer 2012

*Digital Media Intern*

New York City, NY

Created high-visibility graphics for use on Marvel.com and in Marvel mobile apps. Designed banners, icons, and wallpapers available for download using assets provided. Contributed to the MARVEL NOW! rebrand.

### Parasol Mushroom

Fall 2011

*Individual Term Project*

Pittsburgh, PA

Designed and created a downloadable platformer game from scratch in Processing, connected to Twitter. Incorporated all my own art/graphics, programming, and foley effects.