Mari Allison

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Skills

Programming Languages:	Python, Finite State Machines, HTML/CSS/Javascript, React.js
Prototyping & Production:	Unity3D, Arduino, Adobe Creative Cloud, Laser Cutting, Soldering
Project Management:	Git, JIRA, Google Sheets, Trello, Slack

Experience

Wonder Workshop — San Mateo, CA
Content Designer — July 2018 | Present

- Developed mission content for Wonder League, supporting growth of the world's largest early childhood robotics competition to 7,000 teams from over 70 countries
- Designed core product experiences for an early learning robot, including games, challenges, and dialogue
- Supported new product development through prototyping including laser cutting, programming, and audio recording and editing
- Performed and documented weekly user testing in classrooms and after school programs, then rapidly iterated content based on learnings
- Implemented on robot experiences by creating state machines in Unity with internal dev tools
- Developed AIML chatbot and in-app games for the Cue robot, shipped in two major app releases

NYU Shanghai — Shanghai, China
Learning Assistant, Communications Lab — August 2017 | May 2018

- Provided in class support and tutoring for students enrolled in Communications Lab, a course exploring digital communications and internet art
- Taught students Javascript best practices and debugging in individual and group tutoring sessions
- Consulted with students about the design and technical implementation of their course projects

Guidance Solutions — Marina Del Rey, CA
QA Intern — July 2016 | August 2016

- Assigned JIRA tickets to developers and performed follow up testing to verify resolution of bugs
- Wrote detailed test cases in TestRail for offshore team members to execute independently
- Participated in daily scrum meetings to gain familiarity with agile development process

Projects

Excavated Evil — February 2018 | May 2018
Arduino, Python, Photoshop, Illustrator — http://marinet.net/games/excavatedevil

- A hybrid board game that explores how digital computation can enhance the play experience
- Tracked players' positions and actions with Arduino sensors and relayed this information using serial communication
- Programmed game engine including path finding, procedural generation, and character abilities
- Designed gameplay to encourage player co-operation and intuitive use of tech elements

Princess Liberation — November 2016 | December 2016
C#, Unity, Github — http://marinet.net/games/liberation

- A 2D competitive platformer where one player controls a knight with the goal of rescuing the princess, while the other player tries to stop them as the dragon
- Collaborated on a team with an animator and artists to design the game's premise and gameplay
- Programmed UI interactions, scene transitions, camera movement, and character projectile interactions

Education

New York University, Shanghai — Shanghai, China
B.S. Interactive Media Arts — Grad: May 2018
Minors: Chinese, Creative Writing