

# CLAIRE KOVAL

## Interactive Media Developer

 clairekoval.com

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 607.346.1345

Aspiring to create and collaborate on content that is ethical, impactful, and accessible.

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### EXPERIENCE

#### Embark Veterinary

Software Engineer 1 — November 2021 to Present  
Created and supported internal systems related to customer support and logistics.

#### VoltServer Inc.

Software Engineer, June 2020 to November 2021  
Improve UI/UX design of products, design marketing materials, and triage bugs.

*Previously worked as Engineering Intern during summer 2019*

#### Rochester Institute of Technology

Teaching Assistant, Spring 2019  
Graded student work for the course Interaction, Immersion, and Media Interfaces.

#### Bottomline Technologies

UI Development Intern, Summer 2018  
Supported sprint commitments, unit test coverage, codebase refactoring, and accessibility.

#### WTR Radio

Program Director, January 2017 - May 2019  
Managed and scheduled all broadcasting in compliance with FCC rules and regulations.  
*Previously worked as Imaging and Junior Music Director.*

### EDUCATION

#### Rochester Institute of Technology

BS, New Media Interactive Development, 2016 - 2020  
Suma Cum Laude  
Minor in Advertising & Public Relations

#### Organizations

UI/UX Club, Women in Computing, Student Environmental Action League, Society of Asian Scientists and Engineers

### SKILLS

#### Development

JavaScript, Typescript, HTML, CSS, Node.JS, Python, React, Ruby on Rails, Swift iOS,, PHP

#### Design

Illustrator, InDesign, XD, After Effects, Photoshop, Autodesk Maya, SubstancePainter

### PROJECTS

#### Grow Thoughts

Developer — 2020  
Worked on a team of two developers and five designers to create an interactive digital experience surrounding the spread of positivity.

#### LagerLogger

Developer — 2019  
Created a web app using NodeJS, MongoDB, and Redis that lets users to log beers and breweries.

#### PetalPedia

Developer — 2019  
Developed an API-powered web app in Node.JS that handles flowers and their grow environments.

#### Asteroids: The Pollinator Edition

Developer — 2018  
Recreated the classic game in C#-based Unity so the user shoots bees at flowers.

### HOBBIES

Rock Climbing  
Girls Who Code Mentor  
Piano