



Alexia Muñoz

Web & Mobile Developer and Designer

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Languages:

C#
Swift(iOS)
HTML
CSS
Javascript
jQuery,
Processing
XAML

Tools:

Microsoft Visual Studios
Xcode
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Unity 3D
Maya
Brackets
Microsoft Suites
FileZilla
Audacity

Operating System:

Windows XP, Vista, 7, 10
Mac OSX

Version Control:

Git Hub

Other:

2D Animation
3D Modeling
Wireframes
Mockups
Sketching
Computer Repair &
Maintenance

Education:

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in New Media Interactive Development
Expected Graduation, May 2018
Concentration: Digital Literatures and Comparative Media

Classes:

Multi-platform Media App Development(iOS), 2D Design & Animation, 3D Design & Animation, Rich Media Web Development I, Interactive Media Development, Computational Aesthetics, and Storytelling Across Media

Projects:

Top Minds: Mobile User Interface Design for a learning application; set the design and theme of the app, and handled formatting of documentation.

Tools: Photoshop, Illustrator, InDesign

Skills: User Interface Design, Wireframes, Mockups

Group Size: 4

Time Span: Completed, 8 weeks

Thought Bubble: A mind mapping web app intended to be useful for brainstorming.

Tools: HTML5 Canvas, JavaScript, CSS

Skills: User Interface, Web Audio

Group Size: 1

Time Span: Completed, 2 weeks

The Shattered Hourglass: A re-skinning of a Shmup game and the creating and opening animatic as a term long project.

Tools: Photoshop, Illustrator, After Effects, Unity, Wacom Tablet

Skills: Storyboarding, Script Writing, Concept Art, Narrative

Group Size: 1

Time Span: Completed, 16 Weeks

Carter's Travels: An iOS app written in Swift 3.0, developed for iPad and tested on the iPad mini 2 and iPad Simulator

Tools: Xcode, Photoshop, Illustrator, After Effects, Wacom Tablet

Skills: Physics Programming (Swift 3.0), User Design, Narrative

Group Size: 1

Time Span: Prototype Completed, 3 Weeks, Project in progress