

CRISTINA PEREIRA

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Portfolio: <https://capscriss.com/>

EDUCATION

UNIVERSITY OF BALTIMORE

EXPECTED MAY 2021

BACHELOR OF SCIENCE, SIMULATION AND GAME DESIGN

GPA: 3.6

- ❖ *Honors and Awards: Wilson Presidential Scholarship, Armed Forces Communications and Electronics Association Scholarship*
- ❖ *Relevant Coursework: GitHub, Unreal Engine*

MONTGOMERY COLLEGE

MAY 2019

ASSOCIATE OF APPLIED SCIENCE, COMPUTER GAMING AND SIMULATION

GPA: 3.63

- ❖ *Honors and Awards: Magna Cum Laude, Dean's List 2018 and 2019, Dr. Harry Harden Jr. Student Academic Excellence Award Recipient.*

SKILLS & CERTIFICATIONS

Certifications: Unity (Certified Associate 2019-2022)

Languages: Spanish (Fluent)

Programming Languages: C#, HTML5, CSS3

Software: Core Engine, Unreal Engine, Visual Studio, Photoshop, Illustrator, InDesign, Premiere, Microsoft Office Suite, Google Applications, Trello, Canva

WORK EXPERIENCE

OFFICE OF INFORMATION TECHNOLOGY, UNIVERSITIES AT SHADY GROVE

IT DESK ASSISTANT

AUGUST 2019 – PRESENT

- ❖ Handle tech support over the phone, in-person and remotely in a fast-paced, highly demanding environment.
- ❖ Create troubleshooting tickets using Help Desk Authority and document details of the issue and the steps that were taken to resolve them, escalating as needed.
- ❖ Track outgoing and incoming equipment through Help Desk Authority including laptops, headsets, and mice.

OFFICE OF SVP FOR STUDENT AFFAIRS, MONTGOMERY COLLEGE

STUDENT ASSISTANT

AUGUST 2018 – MAY 2019

- ❖ Created flyers to promote different events using Photoshop and posted them on-campus and to social media, increasing visibility and student attendance.
- ❖ Designed promotional materials for student wellness initiatives including mobile markets, lunch on the go, and snack bags to address food insecurity around the college and Montgomery County community.
- ❖ Worked as team member to prepare and assemble snack bags, mobile market, lunch on the go, and other initiatives started by the office.

LEADERSHIP EXPERIENCE

STUDENT COUNCIL, UNIVERSITIES AT SHADY GROVE

UNIVERSITY OF BALTIMORE INSTITUTIONAL REPRESENTATIVE

JUNE 2020 – PRESENT

- ❖ Fulfill responsibilities as the Chair of Advocacy and Outreach.
- ❖ Create social media and collateral content using Photoshop and Canva to promote organizational initiatives.
- ❖ Developed creative thematic flyers to advertise different online events and attract targeted participants.

DIGITAL DESIGNERS GUILD, UNIVERSITY OF BALTIMORE

PRESIDENT

SEPTEMBER 2020 – PRESENT

- ❖ Organize multiple events for the Simulation and Game Design program including Passion for Games Panel, Fundraisers, and Mentor/Mentee events to enhance industry understanding and increase program retention.
- ❖ Collaborate with the Executive Board and professors to develop ideas, analyze student needs, and create action plans to address those needs.