LAINEY LESLIE

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EDUCATION

ST. STEPHEN'S EPISCOPAL SCHOOL   Austin, TX
High Honor Roll; 1560 SAT (780 Math, 780 EBRW)   Aug 2018 - Present
Award for Excellence in Electronics and Robotics - 2022
Award for Excellence in Film - 2022
Award for Excellence in Chinese IV - 2022

GEORGIA INSTITUTE OF TECHNOLOGY PRE-COLLEGE DESIGN PROGRAM   Atlanta, GA
Mastered principles of industrial design under the guidance of Georgia Tech professors   Jul 2023
Relevant Skills: sketching, rapid prototyping, ideation

WHARTON ESSENTIALS OF ENTREPRENEURSHIP PROGRAM   Philadelphia, PA
Mastered principles of product design and business management from UPenn professors   Jul 2022
Relevant Skills: Rhino, 3D modeling, 3D printing, teamwork, marketing, Microsoft Excel

HARVARD EDX CS50   Boston, MA
Mastered principles of programming, binary, and web design from Harvard professors   Jun 2020
Relevant Skills: C, C++, SQLite, HTML, CSS, JS

WORK EXPERIENCE

GIRLS MAKE GAMES   Redmond, WA
Instructor/Counselor   Jul 2022 - Jul 2024
- 3-week summer program; instructed 45 girls, ages 8-18, to build video games using Unity Engine and Construct3
Workshop Instructor   Jan 2023
- Taught 40 girls ages, 12-17, to build 3D video games using Unreal Engine 5

EXCUSED ABSENCE COMEDY   Austin, TX
Improv Instructor   Jul 2021 - Present
- Taught kids ages 5-15 improv comedy games and skills
- Taught improv as a technique to improve stuttering at the University of Texas Blank Center for Stuttering Education
Troupe Member   Jul 2019 - Present
- Perform locally at improv clubs in Austin

PROJECTS

RFID RHYTHM GAME   Dec 2023
- Coded rhythm game in Lua with LÖVE2D that is playable on a Pi Zero console that I designed and built
- Console has RFID reader that allows player to interact with rhythm game using RFID cards

SHIBU FIGHTER GAME   Jul 2023
- Produced, scheduled, and instructed team of 3 girls (ages 7-9) to build *Street Fighter*-style game in Construct 3
- *Shibu Fighter* selected as finalist in nationwide Girls Make Games Demo Day competition

U-BED DESIGN PROJECT   Jun 2023
- Worked in team of 3 at Georgia Tech to re-design classic dorm bed; acted as engineering lead

SELF DRIVING ROBOTIC DOG PROJECT   May 2023
- Hacked toy dog using C++ and Arduino to navigate a maze

WHAT IS LOVE? SHORT FILM   Mar 2023
- Wrote, directed, produced, and edited rom-com short film "What is Love?"

KOALA KATASTROPHE GAME   Jul 2022
- Produced, scheduled, and instructed team of 3 girls (ages 7-12) in building a 2D platformer in Construct 3
- *Koala Katastrophe* won nationwide Girls Make Games Demo Day competition

POOCH POLISHER DESIGN PROJECT   Jun 2022
- Designed hair-drying dog brush with 3 other students at UPenn

DONUT RACER GAME   Jun 2020
- Developed 2D endless runner driving game with donut themed particle system in Unity Engine

CHICKEN QUEST GAME   Jul 2018
- Programmed top down 2D RPG in Unity Engine with dialogue, mazes, puzzles, turn based combat, and 3 different endings

ADDITIONAL

Technical Skills: Proficient in Python, C, C#, C++, Lua; Proficient in Adobe Premiere, Adobe Photoshop, Adobe Illustrator, Adobe Audition, Adobe After Effects, Audacity, Unity Engine, VS Code, Rhino3D
Languages: Fluent in English; Conversational Proficiency in Chinese