Marina Landis

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EDUCATION

2017 to 2022   **STANFORD UNIVERSITY**, Stanford, CA
B.S. in Computer Science, June 2022. Human-Computer Interaction Focus.

SKILLS

Programming Languages: **C#, C++, C,** Java, Python
Web: HTML/CSS, Ruby on Rails, Node.js, Angular, Ionic, Firebase, MySQL
Professional: Agile Development, Version Control (git, p4v), debugging tools (IDEs, gdb)
Coursework: Systems, Data Structures and Algorithms, Linear Algebra, Intermediate Graphics, Networking, Introductory AI, Game Design, Web Development

EXPERIENCE

2020-2021   **SLEDGEHAMMER GAMES, Student Associate Gameplay Engineer, Foster City, CA**
- As an intern, worked with designers to prototype new player mechanics for Call of Duty: Vanguard's single player campaign
- Was invited to take a year off school to work full-time on the game up to launch
- Assumed ownership of several complex gameplay systems, including player takedowns and AI flight pathing
- Extended engine code to support a gameplay sequence on a moving train

Summer 2019   **VMWARE, Innovation Labs, VR Developer Intern, Palo Alto, CA**
- Developed a schema-driven approach to generate both VR and AR employee training experiences (e.g. server assembly) from a single set of instructional animations
- Drove key decisions in determining project scope and prioritizing features as an intern on a larger team
- Showcased a demo of the software to hundreds of people at VMWorld 2019

PROJECTS

HYPERSCAPE, Stanford University, February 2022 - Present [tinyurl.com/hyperscape-demo]
- A highly polished, action-rpg roguelike with a variety of synergistic items and skills to find within each run
- Built on an event-driven, ultra-modular architecture that allows for the creation of highly functional game components without writing any new code

SPIRITFORGE, Stanford University, Oct 2021 - Dec 2021 [spiritforge.app]
- A ReactJS webapp that streamlines custom content creation for the board game Spirit Island, speeding up the process from hours to minutes
- Met with much thanks from the game's community, and recognition from its designer

EQUIVALENT EXCHANGE, Make School, Jun 2017 - Aug 2017
- A VR game where the player brews different potions to defeat waves of enemies
- Won the Grand Prize for "Best VR Experience" of Make School 2017 Summer
- Designed, coded, and published the project from scratch using Unity

ACTIVITIES

Hobbies:
- Playing, designing, and developing all sorts of games
- Reading (and occasionally writing) fiction, particularly fantasy