

## **Eilis Feaster**

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### **OBJECTIVE**

To obtain an internship in the computer science field for Summer 2023

### **EDUCATION**

University of Wisconsin – Stout, Wisconsin’s Polytechnic University, Menomonie, WI  
Bachelor of Science in Computer Science | Math & Communication Studies Minors | May 2025  
Concentration: Game Design  
GPA: 3.67, Dean’s Four Star Recognition List

### **TECHNICAL SKILLS**

- Java
- Microsoft Office Suite
- C++
- Unity
- C#
- HTML
- CSS

### **GAME DESIGN EXPERIENCE**

Smol Bois, Video Game Development (C#), UW-Stout, Menomonie, WI

- Worked with a team of six to create a 2D sandbox game utilizing Unity
- Used data structures to create object lists to enhance performances of game assets
- Communicated with team members to create and maintain documentation including details, diagrams, and notes for future improvements
- Implemented a tutorial system for game mechanics
- Developed AI for a core game mechanic

### **WORK EXPERIENCE**

KFC – Taco Bell, Waunakee WI

November 2020 – April 2021

Team Member

- Worked with a team to cover a variety of roles throughout shifts
- Provided excellent customer service while handling orders in a timely manner
- Employee of the Month, December 2020

### **HONORS & AWARDS**

Stout Game Expo | Audience Choice Award | Fall 2022

Stout Game Expo | Best Art Nomination | Fall 2022

Aspirations in Computing | Wisconsin Affiliate Winner | 2020

Aspirations in Computing | Wisconsin Affiliate Winner | 2021