

Alexandra Anderson

832-755-1962 | alexandra.v.k.anderson@gmail.com | ava8270@nyu.edu | [LinkedIn Profile](#)

EDUCATION

Duke University, Trinity College of Arts and Sciences **May 2022**
Bachelor of Arts Linguistics concentration Computer Science and Bachelor of Arts Philosophy

New York University, Tisch School of the Arts **May 2025**
Master of Fine Arts in Game Design

Relevant Coursework

- Computer Architecture, Data Structures & Algorithms, Experimental Interface Design, Philosophy of Mind, Level Design, Game Production Practicum, Visual Perception & the Brain, Interactive Graphics, Languages of the World

Relevant Skills

- Intermediate HTML, Python, JavaScript, Java, C, C#, C++, CSS, MIPS, Git, Microsoft Office (Excel, Word, etc.), Autodesk Maya, Unity, GameMaker, and Adobe Suite (Photoshop, Premier Pro, etc.).
- Intermediate/Advanced French.

Relevant Projects

Don't Fall, Game Studio I, NYU

- A platformer game that experiments with the use of 2D physics and animation.

Poisoned Ivy, Game Studio I, NYU

- A mouse game where players must save Ivy from being poisoned.

Honeycomb, Game Design I, NYU

- A multiplayer competitive game where players try to become the queen bee by gaining the most honey.

City of Churches, Game Design I, NYU

- All players are trapped in the City of Churches where they must attempt to escape the city and break the illusion.

A Critical Analysis of Teamfight Tactics and its Inspired Mechanics, Final MFA Research Paper

- Wrote thesis exploring how Teamfight Tactics connects the players to its design vision as it sets the standard and leads the way for the emerging auto battle genre.

Legacy, Immersive Virtual Worlds, Duke

- Built an AR experience as a visual critique on the tradition of legacy admissions to University using Autodesk Maya, Agisoft Metashape with photogrammetry, and Adobe Aero.

Vedic Meditation Room, Immersive Virtual Worlds, Duke

- Reimagined Vedic meditation in a boundless VR interface using Unity, Adobe Photoshop, and Autodesk Maya.

Shodor Website Redesign, Hack Duke 2019

- Won First Place for Non-Profit Track with Shodor Website Redesign using HTML and JavaScript.

BP Regulatory Affairs Home Page, BP Trading & Shipping Internship

- Collaborated on Regulatory Affairs Services team's publication tool, home page creation, and tested service tools.

WORK AND LEADERSHIP EXPERIENCE

Professional Certificate, Harvard University **2022 – 2023**

- Computer Science for Game Development course, exploring principles of 2D and 3D graphics, animation, sound, and collision detection using Unity, LOVE 2D, Lua, and C#.

Pet Supplies Plus, Assistant Manager **Summer 2022**

- I was a keyholder and team leader, ensuring efficient and productive teamwork at Pet Supplies Plus.

Trading & Shipping Intern, BP **Summer 2021**

- Developing tools, onboarded counterparties, and a deep dive into Green and Blue Hydrogen market on the European Gas Origination team. Placed 1st in Trading Simulations. Represented BP at BP Scholars event.

The Student Founders Program, Duke University **2018 - Present**

- Creating and pilot-testing a startup: A Virtual Novel app with Cognitive Behavioral Therapy for kids.

Project Edge, Entrepreneur Bootcamp, Duke University **2018 - 2020**

- Directed entrepreneurship SPRINT program, delivered workshops for rapid prototyping and 3D printing, and guided teams through business model development and pitch deck competitions.

Raleigh International, Tanzania **Summer 2019**

- Led volunteer team in remote village building bathrooms to improve health standard, educated schoolchildren about hygiene, and organized a Field Day, blending our cultures' games to build rapport within the community.