

Amy Goodwin

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Education:

- Entertainment Technology Center** 2009 – 2011
Carnegie Mellon University, Pittsburgh, PA
Master of Entertainment Technology, May 2011
Program focused on interdisciplinary teamwork through semester-long project courses to create new processes, tools, and vision for storytelling and entertainment.
- George Mason University, Fairfax, VA 2006 – 2008
Bachelor of Science, August 2008
Major: Integrative Studies with a concentration in Entertainment Technology
Courses in multimedia studies, game studies, computer science, and information systems.
Minor: Folklore and Mythology
Courses in English, art history, and anthropology.
- Carnegie Mellon University, Pittsburgh, PA 2003 – 2006
Studies in computer science and creative writing.

Graduate Studies:

- Co-op/Professional Internship, New Technology Group, Walt Disney World** Fall 2011
- *Medialon Showmaster Pro programming, including creation of Showmaster drivers for devices such as DirecTV and Global Caché iTach IP2IR and of a Medialon Manager Panel interface*
 - *Created a project tracking system including a web entry form, database, and display page for current projects and statuses*
 - *Rapid prototyping with technologies such as Beckhoff BK9100 and Digi XBee Pro*
 - *Performed tech demos on tours to executives and others*
- Kissimmee Interactive O.S.K., Designer/Programmer** Fall 2010
- *Worked with the Give Kids the World Resort in Kissimmee, Florida*
 - *Developed a themed kiosk for guests to make reservations for in-resort events*
 - *Responsible for hardware selection and configuration*
 - *Assisted in fabrication of physical kiosk*
 - <http://www.etc.cmu.edu/projects/kissimmee-interactive>
- Electric 4 Education, Designer/Programmer** Spring 2010
- *Developed an intergenerational game that promotes literacy development for children aged 6-9*
 - *Worked with clients Sesame Workshop and the Electric Company*
 - *Published at: <http://www.pbs.org/parents/electriccompany/electric-racer.html>*
- Building Virtual Worlds, Programmer/Producer** Fall 2009
- *Course in creating virtual reality worlds on a variety of platforms including shadow tracking systems, head mounted displays, audience interaction, and cell phone interfacing*
 - *Programmer for all five rounds, working in Python and using the Panda3D engine*
 - *Producer for two of the five project teams as well*

Relevant Coursework:

- *Game Design – Graduate level course taught by Jesse Schell*
- *Scene Design One – Graduate level course in set design*
- *Fundamentals of Producing*
- *Heroes: Traditional and Fantastic*
- *Myth in Literature*

Work Experience:

- Associate Producer, Entertainment Technology Center, Pittsburgh, PA Summer 2010
- *Head of a five person team developing an in house reservation management system for the Give Kids the World Resort*
 - *Responsible for client contact, schedule, and team leadership*
 - *Programmer for C# Web Service for communication between database and a front-end written in Adobe Flex*
- Independent Study, George Mason University, Fairfax, VA Summer 2008
- *Redesigned and rewrote the search functionality of the Northern Virginia Folklife Archive*
 - http://folklore.gmu.edu/nvfa/archive_holdings/archive.html
- Summer Associate, The Walt Disney Studios, Burbank, CA Summer 2007
- *Rewrote a multi-tiered business-to-business web site and service for use in theatrical film print management.*
 - *Written in Windows Communication Foundation, interacting with a Microsoft SQL database*
 - *Presenting in a dynamic web page using AJAX and ASP*
- Intern, Mitretek Systems (now Noblis), Falls Church, VA Summer 2004, 2005
- *Project developing a desktop and web tool for information extraction in clinical trial reports*
 - *Developed using Java, JSP, Javascript, Perl, XML, and MySQL databases*

Skills:

Game Design, Java, C#, Microsoft .NET, Windows Communication Foundation, Medialon Showmaster Pro, Medialon Manager Panel, Python, Panda3d, PHP, Perl, C++, MySQL, XML, AJAX, ASP, JSP, Javascript, HTML

Honors:

George Mason University:
Dean's List (Summer 2008)

National:
National Merit Finalist (2003)

Extra-Curricular Activities:

Carnegie Mellon University:
Graduate (2009 – 2011):
Entertainment Technology Center Student Council
Graduate Student Assembly (serving on Dining/Housing Space Design Sub-Committee)
Entertainment Technology Center Tour Guide
Women@SCS [School of Computer Science] member

Other:

Administrator/Lead Moderator for the Snarkfest Forums 2005 – present

- <http://snarkphoenix.forumer.com>
- *Listed in the Entertainment Weekly article "100 Sites to Bookmark Now" (June 23, 2006)*

Essentials of Project Management, George Mason University Continuing Professional Education, Summer 2009

- *A three day intensive course on project management*

Member of the Themed Entertainment Association 2010-2011