

Mischa Larkins

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Education: DigiPen institute of technology, Redmond, WA
Bachelors of Science in Computer Science and Game Design

September 2024 - Present • Current GPA: 3.2/4.0

Skills: **Software:**
*Keil µVision 5 | Visual Studio | Autodesk Inventor | Blender | Unity | Microsoft Office
Godot | Figma | Krita*

Languages:
C++ | C# | C | Assembly | Lua | JS | HTML | CSS | Python | GDScript

Technical:
*Web development | Software development | Game development | Character art
Graphic design | 3d modeling*

Experience: **DigiPen GAM100 Project**, Skobeloff team, *programmer/lead artist*
Fall 2024

- Proposed the original game concept and collaborated with teammates to refine core gameplay and design.
- Programmed responsive player movement and implemented player collision with platforms and power-ups.
- Contributed extensively to game design, with the majority of gameplay and visual elements originating from my ideas.
- Created all game art assets, including characters, tilesets, backgrounds, and visual transitions.

Northwest Regional Education Service District Trail Project Website, *sole developer*
April 2023 - July 2024

- Designed and developed a public-facing website for NWRESA's Trail Project.
- Wrote clean, well-documented HTML and JavaScript to ensure future maintainability.
- Effectively communicated with NWRESA staff on important content to include.
- Created a document extensively describing how to add new content to the site.
- Designed and implemented all visual styling using CSS.

HighSchool Senior Project: "Bombastic", *sole developer*
September 2023 - May 2024

- Created and developed *Bombastic*, a platformer game built entirely solo from concept to execution.
- Designed gameplay mechanics and implemented responsive controls and player feedback systems.
- Developed full game menus, including customizable audio and display settings.