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# ▶ Abigail Stover

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## Profile

High school junior who hopes to work in an artistic or STEM field, specifically in game design, cartoons, web design, or computer science.

## Education

### **High school at Durham School of the Arts (Graduation Date: 2019)**

- ▶ A honor-roll throughout middle and high school.

### **Scientific Visualization at Durham School of the Arts (2015-2016)**

- ▶ First class in the Game Design Pathway, focused on navigating programs and using art and graphs for science.

### **Game Art Design at Durham School of the Arts (2016-2017)**

- ▶ Second class in the Game Design Pathway, created multiple games in Unity, created a board game, honed 3DS Max Skills.

### **Shodor Fall Workshops (2015)**

- ▶ A set of workshops over a course of a few Saturdays to learn a variety of computer skills such as how to use excel with data, some basic programming, and learning about
- ▶ engineering software.

### **Game Design 1 at Youth Digital Studios (2013)**

- ▶ A class to learn how to think about 2D game design, worked in the game engine OWL and the animation program Blender.

## Skills

- ▶ Blender – Beginner's Knowledge
  - ▶ Unity – 1 year experience
  - ▶ Coding in C# - 1 year experience
  - ▶ Adobe Photoshop and Illustrator – 2 years' experience
  - ▶ 3DS Max – 2 years' experience
  - ▶ GIMP – 3 years' experience
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