

Sarah Veith

Software Engineer & Designer

www.sarahveith.com
www.github.com/faintsun
(770) 940 2585
sarahveith0@gmail.com

EDUCATION

Georgia Institute of Technology, Atlanta, GA — B.S. in Computational Media

AUGUST 2014 - MAY 2018

Specialized in Media & Game Studies. Graduated with High Honors

Notable courses: Computer Graphics, Computer Animation, Interactive Narrative, Video Game Design

SKILLS

JavaScript, HTML/CSS, XML, ActionScript

Adobe Creative Suite

C, C++, Python, Java

JIRA, Git, Confluence

EXPERIENCE

Light & Wonder, Alpharetta, GA — Software Engineer

OCTOBER 2019 - PRESENT

- Worked on player systems creating customized content for slot machines and casinos
- Customized proprietary, regulated software to match client needs, which included working with JavaScript, XML, HTML/CSS, ActionScript, the Adobe Suite
- Traveled internationally to work on casino floors and with clients one on one, maintaining personal relationships
- Created graphic and video assets to meet customer requirements
- Tested and debugged systems and new features internally, as well as offering solutions for problems and documenting issues
- Implemented new systems such as beverage ordering and maintenance requests

The Walt Disney Company, Orlando, FL — Cast Member

SEPTEMBER 2018 - MAY 2019

- Delivered exceptional service to Disney World park Guests in both Quick Service Food and Attraction roles
- Communicated efficiently with fellow Cast Members and managers in a fast-paced environment

Adult Swim Games, Atlanta, GA — Quality Assurance Intern

JUNE 2018 - AUGUST 2018

- Performed quality assurance testing on Death's Gambit (PC/PS4), Pocket Mortys (Android/iOS) and Pool Panic (PC/Switch)
- Participated in playtests and design meetings with developers
- Reported issues and bugs in JIRA with detailed descriptions and reproductions steps
- Regressed and verified bug fixes in new builds and content updates

Georgia Tech College of Computing, Atlanta, GA — Teaching Assistant (TA)

AUGUST 2017 - MAY 2018

- Assisted with responsibilities of the Computer Science course Media Device Architecture which taught low level programming
- Created and debugged games / assignments in C to run on the Nintendo Gameboy
- Designed assignments and code to teach students programming topics
- Held weekly office hours to assist students one-on-one & taught in a classroom environment with prepared lectures