

# Naomi Belgrave

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## OBJECTIVE

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Seeking a co-op/internship utilizing skills in C#, Unity, and web development frameworks. Available Summer/Fall 2026.

## COMPUTING EDUCATION

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**Rochester Institute of Technology, College of Computing and Information Sciences**  
Bachelor of Science, Game Design and Development

**Rochester, NY**  
Expected May 2027

- GPA: 3.75
- Dean's List Fall 2024, Spring 2025, Fall 2025
- Awarded Presidential Scholarship

**Relevant Coursework** | Problem Solving with Data Structures and Algorithms (C#), Real Time Simulations and Games I (C++), Game Web Technology (HTML, CSS, JS), Experience Design for Games and Media, Game Development and Design I & II, 2D & 3D Modelling and Asset Production

## TECHNICAL SKILLS

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**Languages** | C#, C++, JavaScript, HTML, CSS, Python, Flutter, Dart, GDScript

**Tools** | GitHub, Unity, .NET, Microsoft Visual Studio, Figma, Trello, Autodesk Maya, Adobe Creative Suite, Visual Studio Code, Clip Studio Paint, Bootstrap, SASS, Zola, Jekyll, Android Development Environments

## PROJECT EXPERIENCE

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**[echoes](#) | 2D Artist, Asset Production, Designer | *Vertically Integrated Project* January 2026 - Present**

- Working in a student-run program that focuses on creating games and interactive experiences to foster strong connections within the Rochester community.
- Created and pitched game high concept document to project board, which was accepted and used in development as Smoke and Mirrors.
- Iteratively creating concept art and moodboards with Milanote, which are presented to the team during standup meetings and given feedback.
- Collaborating in a team within the Agile project management framework; presenting progress in twice-weekly meetings and participating in post-sprint retrospectives.

**Sheep Protector | Team Lead, UX/UI Designer | *Academic Project* January 2026 - Present**

- Leading a team of five in creating an environmental adventure game with Unity and C#.
- Assigning team and individual tasks with GitHub Project Board, organizing weekly standup meetings to discuss progress with team members and give feedback.
- Designed concept UI in Figma and programming UI in Unity with C# and Unity's CanvasUI system.
- Created development blog using Jekyll and updating website through GitHub Pages deployment, while encouraging team members to document their process.

**Scentact | Design Lead, 2D Artist | *Academic Project* October 2024 - November 2024**

- Collaborated in a team of six to create a suspenseful, horror game environment based on a given infographic.
- Created moodboards in Canva and 2D assets in Aseprite for use as design guides and in-game assets, respectively, and responsible for ensuring assets produced by other members were thematically accurate.
- Assets were noted to increase user satisfaction with the game experience in user feedback surveys.
- Presented progress in biweekly periods, received feedback, and consulted with other team members on how to improve visuals.