

Sara Raasch
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EDUCATION

Georgia Institute of Technology, Atlanta GA
M.S. in Digital Media **In Progress**
Areas of Concentration: Video Game Design

University of Central Florida, Orlando FL
B.A. in Digital Media **2007**
Areas of Concentration: Video Game Design

AWARDS

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- Defense Acquisition University Innovation in Teaching Award for CASSANDRA strategic card game **2007**
 - University of Central Florida Digital Media Scholarship **2006**
 - Red Bull BUILD game design competition Winner **2006**

TEACHING EXPERIENCE

University of Central Florida, Orlando FL
Teaching Assistant – to Dr. Rudy McDaniel in “Honors Video Gaming 360” **2007**
Collaborated on curriculum and assignments, gave lectures on game design and the state of the industry. Also assisted in grading and met with students.

RELATED EXPERIENCE

Institute for Simulation and Training, FL
Research Associate **2006 - 2007**
Designed training games and strategic simulations for the Defense Acquisition University. Researched trends in serious games, mobile games and simulation facilities. Led a team of 12 undergraduate students.

Red Bull BUILD, FL
Project Manager / Lead Designer **2006 - 2006**
Lead the team of students that designed and proposed X-Fighters:Mayhem to Red Bull. The proposal was picked as the winner from 100 entries. Lead the team to produce the game in three weeks.

SOFTWARE/LANGUAGES

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- Adobe Photoshop
 - Adobe Illustrator
 - Macromedia Dreamweaver
 - Microsoft Office
 - Final Cut Pro
 - Sony Vegas
 - Corel Painter 9
 - PHP/mysql
 - CSS
 - HTML
 - JavaScript
 - Some knowledge of Flash
 - Some knowledge of Maya 7
 - Some knowledge of Adobe InDesign
 - Some knowledge of Torque Game Builder
 - Some knowledge of GameMaker

SKILLS

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- Game Design
 - Concept Art
 - 2d Design
 - Research
 - Graphic Design