Melissa Tako Kronenberger - Résumé
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Work

- Instructor at idTech for Online Private Learning. *2020-Present.*
- Freelance game designer, writer, and editor. *2016-2020.*
- Research assistant, game designer at The Hong Kong Polytechnic School of Design. *2017-2018*
- Research assistant, game programmer at OpenCog Foundation. *2015.*
- Game balancer, designer at Frenzoo. Hong Kong. *2013.*
- Tutor for topics of 3D art, design, mathematics, and programming at Savannah College of Art and Design. Hong Kong. *2012-2013.*
- Game programmer, design consultant, intern at Trader Analytics Corp. Hong Kong. *2012.*
- Vector artist, web programmer, intern at GFX Creative. Orlando, Florida, USA. *2011.*
- Web designer, usability consultant for Valley City Builders' Supply. Medina, Ohio, USA. *2010 – 2011.*
- Teacher's assistant for honors discrete structures and honors programming courses at the College of Engineering and Computer Science at the University of Central Florida. Orlando, Florida, USA. *2009-2010.*
- Developer for Chinavine. Orlando, Florida. *2009.*

Education

- Savannah College of Art and Design, Master of Fine Arts in Interactive Design and Game Development, *2011-2016.*
- University of Central Florida, Bachelor of Arts & Bachelor of Science in Digital Media, Specializing in Interactive Systems (HONS), *2007-2011.*
- Soochow University(苏州大学), intensive summer mandarin program, *2009.*
- The University of Akron, post-secondary dual enrollment, *2006-2007.*

Skills

- Versatile artist
  - Traditional 2D art background (Conte, charcoal, chalk, pastels, pencil, pen)
  - 2D painting and vector software (ie. Photoshop, Painter; Illustrator)
  - 3D modeling and sculpting software (ie. Maya, Blender; Mudbox, Zbrush)
- Versatile technologist
  - Strong programming background in a variety of languages
  - Strong web design & scripting background (server and client side)
  - Familiarity with 'game-makers,' engines, and other prototyping tools (Unity, Game Maker, RPG Maker, Scratch)
- Addressed similarly complex topics as part of Masters program
  - Digital pet games for addressing depression and anxiety in women ages 45-65.
- Tutoring/teaching
  - Familiar topics (honors programming classes to honors students).
  - Topics diametrically opposed to students' degrees (math to art students).
- Will tackle unfamiliar territory—and record the journey
  - Researched, pitched, designed, sourced parts for, built, and documented fuzzy robot named 'Chloe;' intended as pet for lonely people.
  - Researched, documented, designed, and prototyped game for teaching stakeholder analysis using metaphors of ghosts, intrigue, and investigation.