

Daijya Robinson

UI/UX Engineer

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🎓 EDUCATION

BS & MS Game Design and Development,
Rochester Institute of Technology ✎
Aug 2021 – Present | Rochester, New York

Awards: ESA Foundation Scholar **2025**, The Student Beacon Award **2025**, Alfred L. & Ruby C. Davis Scholarship **2024 & 2023**, Walls Olson Memorial Scholarship **2023**, Generation Google Scholarship: for women in gaming **2022**

{ } SKILLS

C# | C++ | JavaScript | Lua | Unity |
Visual Studio | Unreal Engine |
Project Management | UI/UX Development

📁 PROJECTS

echoes | A Vertically Integrated Project at RIT,
Assistant Producer ✎
Jan 2025 – May 2025

- Helped increase engagement by **marketing** event promotions and coordinating outreach efforts to grow community participation.
- **Managed** all team docs and rewrote our onboarding guide to make it easier for new members.

Echo Breach, UI/UX Programmer ✎
Aug 2024 – Dec 2024

- Developed and implemented the **UI/UX system** in **Unity**, utilizing **C#** for coding and functionality.
- Served as the primary communication liaison between teams while **managing project tasks** to ensure timely completion and smooth collaboration.

Escort of Ethshar, UI/UX Programmer ✎
Aug 2023 – Dec 2023

- Programmed a 2D top-down roguelike game ✎ where you play as a mercenary knight journeying across the land of Ethsar, taking jobs and protecting carts of important cargo.
- Outlined and programmed the **UI/UX system** within Godot and coded using **C#**.

The Witch's Brew, Game Programmer ✎
Nov 2022 – Dec 2022

- Designed a web-based video game utilizing **JavaScript** (PIXIJS).
- The Witch's Brew is a classic drag-and-drop game ✎ that employs sound effects and custom fonts to enhance the drag-and-drop gaming experience, providing engaging entertainment to players.

📁 EXPERIENCE

Insomniac Games, UI/UX Programming Intern ✎
May 2025 – Aug 2025 | Burbank, CA

- Implemented a pause screen menu **C++** for *Marvel's Wolverine* for the **PS5**, enhancing gameplay clarity and immersion through dynamic **UI/UX systems**.
- Developed **accessibility** features to ensure an inclusive player experience and broaden audience reach.

Zenimax Online Studios, Engineering Intern employed by TCWGlobal ✎
Jul 2024 – Sep 2024 | Remote

- Worked as a **UI Engineer** to develop and maintain the **user interface** for The Elder Scrolls Online and actively engineer UI screens for various aspects of the game.
- Wrote high-quality, maintainable code supporting task requirements using **Lua** and **C++** while collaborating with other engineers and UX designers for feature development focused on UI.

RIT - School of Interactive Games and Media,
Game Development Lead ✎
May 2023 – Aug 2023 | Remote

- Served as a **development lead** on the Changeling project, a VR mystery game that requires puzzle-solving to advance through levels.
- Revamped the tutorial level layout for Changeling to instruct players in the game's mechanics within **Unreal Engine** and coded using **C++**.

🌐 ACTIVITIES

RIT Softball Club, President/Founder

Established a club with a distinct purpose: to cultivate an inclusive and welcoming community where individuals of all races and genders can gather, play, and learn softball in a recreational setting. This was done through a year-long campaign to get our club approved.

WeCode KC, Teaching Assistant ✎

Assisted computing students with website development, Python and block coding, and robotics projects. Tutored students to appraised skill level and provided assessments for struggling students to alter the lesson plan to accommodate their needs.

Women In Computing (WiC), Outreach Member

Actively committed to educating the next generation of computing students through numerous events, including YMCA visits, Girl Scout events, and open houses.

Computing Organization for Multicultural Students,
Community Impact Member & Mentor

Providing students with the resources they need to excel academically while simultaneously creating a dependable and supportive community through our mentorship program.

IGM Student Ambassador, GDD Ambassador

Serving as representatives of the School of Interactive Games and Media through event planning, social programming, and engaging interactions with prospective students.