Carolyn White

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WORK EXPERIENCE

Microsoft Non-Profit Tech Acceleration Atlanta, GA
Game Development Intern Summer 2024 & 2025

- Gained hands-on experience developing and testing games while learning Microsoft's software and tools.
- Created detailed game documentation and design briefs that facilitated cross-department collaboration and innovation.
- Collaborated with artists, programmers, and designers to create engaging gaming experiences.

24 Foundation Atlanta, GA
Game Developer April 2026 – August 2026

- Built an educational Unity game with a 3-person team, using GitHub for version control and GitHub Copilot to speed up prototyping.
- Presented weekly progress to leadership and coordinated with marketing, budgeting, and operations teams, using feedback to refine game mechanics.

GSU CMII Media Technology Atlanta, GA
Student Operations Associate February 2025 – August 2025

- Learned new tools and procedures quickly, supporting the testing and rollout of new media technologies.
- Managed a high-volume equipment checkout system, tracking inventory and keeping gear organized so students and clients could access it quickly.
- Resolved hardware and software issues through troubleshooting and clear communication, turning student problems into solutions.

ACADEMIC PROJECTS

Just Business Atlanta, GA
Motion Capture/3D Animation May 2025 – July 2025

- Wrote the script, storyboard, and motion lists, then directed and calibrated Xsens motion capture sessions to record character performances.
- Retargeted and polished captured motion in iClone, then refined shot composition, pacing, and lighting in Unreal Engine to build narrative tension.

Brain Off Atlanta, GA
AI Animation November 2025

- Developed custom Flux LoRAs using curated image datasets, creating two distinct character models representing contrasting environments.
- Curated reference images with environment-specific poses, facial expressions, and lighting to maintain character consistency while visually distinguishing the two versions of the protagonist.
- Developed a multi-stage AI generation workflow using Flux for initial image generation, SRPO for image refinement, and Wan 2.2 Image-to-Video and Wan Animate Video-to-Video workflows to produce cinematic sequences with controlled character movement and detail.

EDUCATION

Georgia State University, College of Arts and Sciences Atlanta, GA
Bachelor of Science | Game Development December 2026

- Zell Miller Scholarship | President's List | Dean's List (6 Semesters)

SKILLS

Technical Skills: Motion Capture | Animation | Virtual Production | Storyboarding & Scripting | Motion Retargeting | Previsualization | C#
Soft Skills: Attention to Detail | Teamwork | Adaptability | Organization | Multitasking | Problem-Solving |
Software: Unreal Engine | Unity | iClone | Character Creator | Xsens | OptiTrack