Olive Belcher

olibelch@iu.edu (317)800-2812

EDUCATION

Indiana University Bloomington

May 2026

Major: Informatics

Bloomington, Indiana

Cognate: Media

Minor: Computer Science & Video Game Design

Status: Third year student with Senior standing, Direct Admission to Luddy School of Informatics, Computing,

and Engineering

Related Courses: CSCI-C 212 Introduction to Software Systems, CSCI-C 343 Data Structures, MSCH-G 300

Game Production, INFO-I 453 Computer and Information Ethics

INDEPENDENT STUDIES

LGBTQIA+ Privacy Concerns:

September 2022 - December 2022

• Performed research in an independent study focused on bias in AI, AI creators, social media sites, and third-party software when handling sensitive data. Mentored by Dr. Ece Gumusel.

- Granted a leadership position in writing a case study on the privacy concerns of the LGBTQIA+ community and women online, and used Microsoft Excel to handle all data collected.
- Held a small conference intended on educating individuals who had concerns for their online safety, and other researchers focused on a similar topic. Used foundations of Data Analytics to help stakeholders better understand the state of such social sites.

SKILLS

LATEX: Frequent use of LATEX to compile reports and other documents.

Hardware: Independent work to build basic computers.

Programming: Java, Excel for Data Analytics, JavaScript, Python, UnrealEngine, and C#

Linguistic: 5+ years of experience learning Spanish

Arts: Studying piano and cello since 2011, viola since 2015

WORK EXPERIENCE

Technical Animator & Game Developer

Nocturnus Media, LLC.

January 2024 - August 2024

Bloomington, Indiana

- Responsible for designing and animating sprites using software such as Aseprite and Unity Engine.
- Given a leadership position in designing UI elements for video games.
- Worked with other animators and developers in order to create polished products.

Code Instructor

Code Ninjas

May 2023 - August 2023

Carmel, Indiana

- Instructed children aged 4-15 through various learning exercises in Unity, Microsoft MakeCode, and Scratch.
- Given a leadership position in teaching Boot Camps that taught computer science principles.
- Helped to ensure the safety of the children by maintaining a safe, friendly environment for all to learn in.

Host/Server Assistant

LRG Restaurants, LLC.

February 2021 - June 2022

Carmel, Indiana

- Entrusted with operating OpenTable for the entire restaurant, which was software used to seat customers and manage the servers' workload.
- Worked with clients renting out the private dining room to negotiate cost, date, and menus for the event.
- Aided the servers in presenting dishes, helped the line manage appetizers, and offered refills.

Service Personnel

ZOTEC Partners Carmel Ice Skadium

June 2020 - January 2021

Carmel, Indiana

- Answered phone calls to register possible clients for the adult hockey league and the children's Learn To Skate program.
- Maintained the cleanliness of the rink by performing janitorial duties such as bathroom care and sanitation of sports/concession equipment
- Kept score for adult league hockey games and during middle/high school hockey tournaments and reported score sheets back to teams.