Women In Tech Shout-Out of the Week: Kimberly Bryant

- Born in Memphis Tennessee, she earned a degree in Electrical Engineering and minored in Computer Science from Vanderbilt University

- She worked in the Electrical Engineering field for most of her career, at Westinghouse Electric, DuPont, later she worked in Biotechnology and then Pharmaceutical companies

- She founded the non-profit organization, Black Girls Code after her daughter expressed an interest in computer programming
- She experienced isolation during her time studying and working, and wanted a better environment for her daughter

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Kimberly Bryant

- In 2013 she was recognized as White House Champion for Tech Inclusion

- voted one of the 25 Most Influential African-Americans In Technology by business insider

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- 2019, Bryant was presented the 2019 SXSW Interactive Festival Hall of Fame award

Game Design Ideas

- 3D Racing Game of your own style

- Maze Game using racing Game tutorial

- 2D game level of your own design from last week's tutorial

- Puzzle Game

- Make your own 3D game level based on tools from 3D gamekit

- Freestyle! You decide!

Adding your own sprites

- Draw your sprite on piskel
- Create a folder in the Assets folder in the Project View called Sprites
- Create Empty Gameobject in the hierarchy
- Click on your sprite and drag it onto your empty game object
- Drag that game object into your scene view!