

CHRISTIAN ROY

Gameplay Programmer

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SELECTED PROJECTS

Glitch Ball - Unity, C#, Xbox One, Steam

Local 4 player competitive party game. Team of 15 (6 Engineers).

- Developed player movement
- Level design
- Environmental mechanics
- User Interface (UI) development
- Tools development
- Release date Apr. 24th, 2018

FPS Bois (Working Title) - Unreal, C++, Blueprints, Steam

Online multiplayer first person shooter. Team of 6 (1 Engineer).

- Unreal Multiplayer Framework
- Coordinate the entire team
- All gameplay mechanics
- User Interface (UI) development
- Steam Online Subsystem
- Expected release Dec. 2018

Chef It - Unity, C#

2D roguelike. Team of 4 (1 Engineer).

- Procedurally generated maps
- Random distribution system
- Questing and inventory systems
- Tools for balancing items
- Released Dec. 2017

Overnight - Unreal, C++, Blueprints

Single player psychological horror game. Team of 8 (2 Engineers).

- Interaction mechanisms
- Sanity System
- Questing System
- User Interface (UI) development
- Released May 2018

WORK EXPERIENCE

Krikey Inc. - Contract Unity Engineer (July 2018 - Current)

Unity Developer working on augmented reality, (AR) multiplayer titles for mobile devices. Involved in the entire process from conception to release of minigames and AR experiences for the Krikey app.

Underdog Interactive - Gameplay Programmer (Hired to complete a specific tasks)

Unreal Engine 4 Developer (UE4) working on an unannounced title using C++ and blueprints. Unreal Multiplayer Framework Programmer. Animation blueprints. AI programming for enemy non playable characters (NPCs).

Reboot Arcade, LLC - Game Programmer (Oct. 2017 - May 2018)

Concepted and created a couch multiplayer party game for Windows Store, Steam, and Xbox One with Unity. Gameplay Programmer, UI Programmer, Tools Programmer, and performing code review and Quality Assurance (QA).

University of Utah - C.S. Teacher's Assistant (Jan. 2017 - Current)

Taught concepts such as, source control, threading, debugging, object oriented programming, etc. Heavily involved in judging code quality and performing quality assurance and code testing. Mentored students.

EDUCATION AND EXTRACURRICULAR ACTIVITIES

GameCraft - Game Development Student Organization, Officer

Speakers from industry and school faculty. Monthly game jams. Developed a community of game developers and artists at the University of Utah.

University of Utah - B.S. Computer Science E.A.E. (Graduating Dec. 2018)

PROGRAMMING LANGUAGES

C#	Java
C / C++	HTML / CSS
Python	SQL / mySQL

TOOLS

Visual Studio	Git / Github
Maya DCC	Trello
Hansoft	Hack n' Plan
Unity 3D	QT
Unreal 4	Asana
Slack Chat	Bitbucket
Gitlab	

OTHER SKILLS

Excellent Written and Verbal Communication

Client / Server, Peer to Peer Architectures

Strong Attention to Detail

Problem-solving

Agile / Scrum Development

Highly Motivated and Proactive

Debugging and Diagnostics

REST Services

Cooperative Team Player

Understands concurrency, memory, and performance

Passion for game development

RELEVANT COURSES TAKEN

Operating Systems	Databases
Computer Systems	Algorithms
Data Structures	Calculus
Artificial Intelligence	Physics
Computer Networks	Statistics
Linear Algebra	

LANGUAGES SPOKEN/WRITTEN

English, Tagalog