

CHRISTIAN ROY

Game 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
- Implemented environment mechanics
- UI design
- Built tools for quick design iterations on players and levels
- Release date Apr. 24th, 2018

Overnight - Unreal, C++

Serious single player horror game. Team of 8 (2 Engineers).

- Developed interaction mechanics
- Built objective system
- Built player insanity system
- Menu UI design
- AI Controller for smart spawner
- Expected release Sep. 2018

Cube.io - Custom Game Engine, C#

Networked multiplayer game. Team of 2 (2 Engineers).

- Developed game client/server architecture using JSON communication protocol
- Built website with leaderboards
- Developed with SFML
- Released Nov. 2015

Chef It - Unity, C#

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

- Procedurally generated maps
- Developed random distribution system for loot, enemies, and procedural generation
- Questing and inventory systems
- Built editor tools for loot tables and weapon balancing
- Released Dec. 2017

Beam 'em Up - Unity, C#

Splitscreen Multiplayer Third Person Shooter. Team of 12 (3 Engineers).

- Build player movement controller
- Developed spawning mechanisms for items in game
- Menu and UI design
- Developed game manager
- Released Jan. 2018

WORK EXPERIENCE

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

Involved in player mechanics, UI, and game systems. Built tools for quick iteration on player mechanics and level building. Involved in code reviews and bug fixing of various components such as audio, gameplay, graphical, and UI.

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

Guest speakers from industry and the university's faculty. Monthly game jams. Helped build a community of 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
Python	HTML / CSS
C / C++	SQL / MySQL

TOOLS

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

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
Web Frontends and 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