

Oris Feliz

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Education

B.S INFORMATION TECHNOLOGY | 2020 | NEW JERSEY INSTITUTE OF TECHNOLOGY

- Related coursework: Game Architecture and Design, Foundations of Game Production, Creative AI, 2D Game Development

Experience

MINIGAME DEVELOPER | 12COMICS | 1/2020 – 5/2020

- Using Trello and GitHub, cooperated with a team of five people to coordinate responsibilities in the project.
- Using Unity 2D and C# scripting, worked on Enemy AI/Boss AI, Enemy wave manager, and minor UI functionality.
- Using Aseprite, edited background art to allow a seamless infinite scrolling effect.

GAME JAMS | 2019 – 2021

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| • Global Game Jam | Used Unity, created a game for a competition within a time limit of 72 hours. | Jan 2019 |
| • Crunchless Challenge | Used Unity, created a game within a month | Nov 2021 |

RESARCH ASSISTANT | NEW JERSEY INSTITUTE OF TECHNOLOGY | 09/2018 – 11/2018

- Assisted in research concerning whether people were more comfortable socializing in a virtual setting versus in a physical setting via group activities.
 - Instructed four test subjects on various thought experiments while they were connected using Facebook Spaces as a shared room.

Skills & Abilities

LANGUAGES

- Native: English, Proficient: Spanish

COMPUTING LANGUAGES/ SOFTWARE/ VERSION CONTROL

- C#, C/C++, Java, Python, HTML, SQL
- Unity 2D/3D, Aseprite
- GitHub, Trello