

Lauren "Lars" Puglise

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OBJECTIVE

Seeking a Full-Time job for post-graduation as a Game Programmer.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

December 2022

Bachelor of Science Game Design & Development, Minor: Web Development, Immersion: Mathematics

Related Courses: Game Design and Development (paper prototyping, playtesting, post mortems), Level Design (flow, level analysis, progression), Casual Game Development (player retention, monetization), Data Structures and Algorithms (C++, data structures), Algorithms and Problem Solving (C#, pathfinding), Interactive Media Interfaces (UI/UX), Software Design Principles + Patterns (architectural design, interpreting business requirements), Mathematics of Graphical Simulation

SKILLS

Languages: C#, Javascript, Java, C++, SQL

Game Engines: Unity, Gamemaker Studio 1.4

Misc: Monogame, .NET, Visual Studio, Trello, Google Sheets, Agile/SCRUM

EMPLOYMENT

Custom Co-op: Mushrune

C#, Unity, Agile/SCRUM

Project Manager, Gameplay Designer, Gameplay Programmer

8 months

A farming simulation game with a unique growth mechanic that allows crops to spread to other tiles and hybridize with other nearby crops.

- Managed a team of 2–4 people: organized the team Trello, ran weekly sprint meetings, and ensured all team members had something to work on and completed their work
- Ran playtests and determined solutions to player feedback
- Designed, developed, and implemented game menu UIs using the Unity UI system
- Architected and implemented systems for items, inventories, the player skills, and foraging using software design analysis
- Designed, playtested, and adjusted the farming mechanics to ensure players had a balanced and satisfying farming experience

Co-op: Retail Business Services

JavaScript, ServiceNow, Agile

IT Service Management Co-op

6 months

Optimized and Constructed conversations for RBS's ServiceNow Virtual Chatbot, AVA.

- Designed and implemented a Ticket Escalation conversation for AVA to reduce unnecessary calls to the help desk
- Redesigned the AVA button icon to be more inviting and noticeable to drive users to use it instead of calling the help desk

PROJECTS

That's The Tea - Gameplay Designer

Tabletop Simulator

Group Project

3 months

Designed a social board game similar to Apples to Apples where players must use the weirdest possible ingredients to make the "tastiest" tea for customers

- Designed mechanics to help standardize players scoring each other
- Automated spreadsheets using SQL to streamline balancing gameplay and card types
- Designed player boards for the game to make managing cards and gameplay easier

Rock-Paper-Scissors: The Odyssey - Gameplay Programmer

C#, Monogame

Group Project

3 months

A platformer themed around rock-paper-scissors-lizard-spock using an encounter system similar to that of Paper Mario Thousand Year Door.

- Designed and programmed a robust animation system for the game
- Designed and programmed a particle effect system for the game to make level completion more exciting

Homework Todo List

Vue.js, Firebase, DnD 5e API, JS, HTML, CSS

Solo project

3 weeks

- Used Vue.js to store and easily update homework items
- Integrated Firebase Realtime Database and Firebase Authentication to allow users to log in securely using their Google account and save their to-do list.
- Motivated users by equating the completion of a homework with "attacking" a DnD 5e Monster, and rewarding the users with the monster's drops when it dies.