

# Iain Roach

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## SKILLS

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**Programming Languages:** C# | C++ | HTML:5 | JavaScript | CSS | HLSL

**Tools:** Unity | Visual Studio | Visual Studio Code | Git | Maya | Blender | Photoshop | GraphQL | DirectX11 | XML | JSON

## EXPERIENCE

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### Unity Developer

May 2022 - May 2024

Designori | Remote, Anchorage, AK

- Collaborated remotely within a compact team to implement virtual reality training simulations for the Coastal Village Relief Fund (CVRF) in Alaska.
- Implemented the tutorial sequence for the SAFER HCM Module.
- Regularly communicated project milestones and objectives to the team lead through structured weekly development meetings.
- Created a preflight inspection sequence simulation to educate users on safety protocols required before flight.

## EDUCATION

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**Rochester Institute of Technology** | Bachelor of Science in Game Design and Development

May 2024

- Minor: Japanese
- GPA: 3.9
- Summa Cum Laude
- *Dean's List (Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022, Spring 2023, Fall 2023, Spring 2024)*

### Related Courses:

- Game Engine Design and Development (Unity, C#, & C++)
- Game Design and Development I & II (Unity & C#)
- Data Structure & Algorithm for Games and Simulations I & II (C++)
- AI for Game Environments (Unity & C#)
- Game Graphics Programing I & II ( C++, DirectX11, & DirectX12)

## PROJECTS

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**Ninjas On Trampolines**, Group Project (Unity, C#) *in progress*

January 2024 - Current

- Led gameplay development for a casual 2D platform fighter.
- Designed and implemented various game modes and items to enhance gameplay dynamics.
- Awarded “Best Experimental Game” at RIT’s 2024 Experimental Development and Games Expo (EDGE).

**CVRF Northern Hawk Simulation**, Designori Project (Unity VR, C#)

May 2022 - December 2022

- Developed VR training scenes teaching users how to pack filets on The Northern Hawk fishing vessel, and how to ensure uniform box contents.

**Ferrus Game Engine**, Independent Study (C++)

January 2024 - May 2024

- Developed a rudimentary 2D game engine using Direct2D and EnTT technologies.

**SAFER VR**, Designori Project (Unity VR, C#)

May 2023 - October 2023

- Created tutorial sequence to train users on operating the SAFER hand control module.

**Kawarek CDL**, Designori Project (Unity VR, C#)

November 2023 - December 2023

- Implemented tutorial sequence to train users on inspecting a Semi Truck for functionality.

**Nactec AnP**, Designori Project (Unity VR, C#) *in progress*

January 2024 - May 2024

- Developed a comprehensive pre-flight inspection training sequence for Cessna 150 pilots, ensuring thorough understanding and adherence to pre-takeoff procedures.