

Iris Currie

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Oxford, Ohio

Portfolio: <https://irislc.github.io>

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Summary

A responsible and conscientious game designer/programmer, currently studying at Miami University, looking for a job in the Video Game Industry.

Education

Talawanda High School

Magna cum laude honors diploma awarded May, 2022

Miami University Honors College

Games & Simulation Major

Computer Science Minor

Expected graduation May, 2027

Experience

Talawanda Oxford Pantry & Social Services, food delivery driver May, 2020 – December 2023
Oxford, OH

Pet-sitting and house-sitting

2020 - Present

Oxford and Cincinnati, OH

References available upon request.

MakeTank intern

Summer 2024

Oxford, OH

Worked as an intern for the non-profit Maketank Inc., during which time I edited together 16 of their Illustrated Memoirs using Adobe InDesign to create "The Illustrated Memoir Project Anthology Vol.1". Additionally did small amounts of work on the organization's website, including advising changes. Also worked on the redesign of the logo for the organization.

Playtester/Scout

Summer 2025

Anthos Capital

Playtested various games from early alpha stages to late beta versions, providing feedback to developers on systems and gameplay.

Independent game development

2023 - Present

Experience working in Unity with a team for class assignments and Game jams.

Experience working in Unreal Engine for designing Levels and programming interactivity.

Skills

- Attention to detail

- Strong math and communication skills
- Prompt and courteous
- Experience coding games in C#, C++, and Java
- Knowledgeable in Object Oriented Programming best practices
- Understanding of Computer Graphics, and building raytracing and rasterization based programs in C++
- Experience creating puzzles
- Experience with UI/UX design
- Experience with Level Design and Set Dressing

Software

Game Engines

- Unity
- Unreal Engine 5
- Game Maker

IDE's

- Visual Studio
- Visual Studio Code
- Eclipse

3D Modeling

- Blender
- Maya

Sound Design

- Audacity
- Ableton Live