

## AVI J. ROSENBLUM

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### Experience

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#### Junior Designer and Engineer Mentee, Vicarious Visions

1 Year Contract: Oct 2019 - Present

##### Tony Hawk's Pro Skater 1 + 2 Remaster

###### Design work:

- Added to, optimized, and polished crucial gameplay systems
- Created and maintained tons of new game objects and spectacle events with these systems
- Solely maintained and optimized the system that spawns effects created during gameplay
- Created and utilized an entirely new gameplay system that spawns all foliage effects
- Acted as a primary point of contact for all of the systems mentioned above, guided others in their use, and added requested features

###### Engineering work:

- Modified, extended, and added important features to the trick gameplay system
- Fixed bugs with and added new features to the player handling system

#### Design Intern, Vicarious Visions

Summer 2018

##### Black Armory DLC for Destiny 2

- Created and placed the introductory enemy encounters and designed them to be easily reusable
- Designed and polished unique interactable objects which were utilized in unlock quests
- Developed and iterated on the [Black Armory Shield](#) using Grogg, Bonobo, Max, and Maya
- Collaborated with VFX Artists, 3D Modelers, and Animators to create the look of the shield
- Collaborated with engineers to support multiplayer, balance, and add the shield to the game

### Side Projects

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[Orbits](#) - Fight against space empires as a strange alien organism floating through space, made over the course of 4 years with Unity and published on Steam

[Sapphire](#) - Explore a vaporwave-inspired 3D world while avoiding, manipulating, and outwitting enemies with druidic magic - *In development* with Unity

[Immunizer](#) - Protect the body as a white blood cell - made for AI for Game Programming with Unity

[Tournament](#) - Bet on the number of drones to survive a random obstacle course - made for a professor

[Unstoppable Force](#) - Run from Cthulhu while avoiding traps and evil skulls - made in a game jam

### Technical Skills

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Languages: C/C++, C#, Javascript

Software: Unreal Engine 4 (Blueprint & Editor), Proprietary engines, Unity, Visual Studio, Perforce, Git

### Education

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BS in Computer Science, University of Central Florida, *Burnett Honors College* (Cum Laude graduate)