

## AVI J. ROSENBLUM

12251 Knights Crossing Circle Apt #8-102-A, Orlando Florida, 32816

(954) 401-4750 | nightremor@gmail.com | <https://avijr.com>

### Design Intern at Vicarious Visions

Summer 2018

- Worked on Black Armory DLC for *Destiny 2*
- Learned the programs GrognoK, Bonobo, Max and Maya
- Created the saboteur encounters and the Black Armory Shield (plus variations)
- Check out my *Destiny 2* contribution here: <https://avijr.com/Destiny>

Worked with:

**VFX Artists** - to create the look of the shield

**3D Modelers** - to create the probes

**Animators** - to create paths and movements for the probes

**Engineers** - to get the shields working in networked situations

**Designers** - to refine the variations and balance of the shields

**Encounter designers** - to implement the shields into their encounters

### University of Central Florida, *Burnett Honors College* (GPA: 3.83)

BS in Computer Science with Honors - Expected completion May 2, 2019

#### Programming Languages

From making games: **C++, C#, Javascript**

From classes: **C, Java, PHP, HTML, CSS**

#### Game Related Education

Computer Graphics, AI for Game Programming, Artificial Intelligence, Linear Algebra

### Education from making *Orbits* (Now on Steam)

2014 - 2017

**Unity 5.0** - Game engine used for creation of the game (~ 1000 hours)

**UI Design** - Escape Menu, Options Menu, Main Menu etc. (~ 20 hours)

**3D Modeling** - Created 15 enemies and 20 bosses in blender (~ 50 hours)

**3D Animation** - Rigged and Animated a 3D humanoid (with 3 legs) model (~ 20 hours)

**Enemy Design** - Designed 15 enemies and 10 different weapons for them to use (~ 150 hours)

**Level & Boss Design** - Created 100 unique levels and 20 unique bosses (~ 800 hours)

**AI Design** - Designed AI for enemies and an intelligent boss that mimics the player (~ 20 hours)

**Sound Effects** - Created sound effects with Audacity and with the help of a colleague (~ 40 hours)

Check out *Orbits* here: <https://store.steampowered.com/app/719350/Orbits/>

#### Other Games Created

[Druid](#) - Protect nature as a magical treant - being made in Unreal, and has the basic abilities prototyped

[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 for an interactive book he's writing

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