Owen Till

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401-378-4592

New England Institute of Technology – Game Development and Simulation Programming Bachelor's Degree

Technical Skills:

Languages: C# (5 years), C++ (3 years), HTML (3 years), JavaScript (4 years), GDScript (2 years)

Software Experience: Visual Studio 2015/2019/2022, Unity, Godot, Adobe Photoshop, Adobe Premiere Pro

Game Development Experience: Experience in making game mechanics for players, enemies, items, puzzles, and environmental objects. Has worked in teams of 2-10, with both artist and programmers, but also solo on game jam games and games made in classes. Mainly took the role of programmer but also helped out with art, level design and made music when needed.

Some Of My Project Experience:

- **BANANAZ (PC – Itch.io)** *2023*
  Roles: Programmer and Character Art Designer
  Languages: C#
  Software: Unity 2D
  Brief Description: Play as Benny, the escaped monkey, as you fight off the people trying to capture you and place you back in your enclosure. Upgrade your BANANAZ and use power ups to mow down tons of enemies and turn them into BANANA MUSH.

- **Clean Freaks (PC – Itch.io)** *2024*
  Roles: Programmer, Menu and UI Designer
  Languages: C#
  Software: Unity 3D
  Description: Clean up the world with Scrubby, Sweeps, Mopper, Polished, and Wipet! Everything you clean brings you closer to tidiness! Grab your friends and have them RAG along in this fun, multiplayer experience! Your abilities will SWEEP the nation, and the world will be watching! Scrub, wash, and wipe as fast as you can, because there's no BROOM for failure! Did I mention you also get funny hats? Use the bucket to wet the dirty floors, and the mop to clean up. Use a spray bottle and a bar of soap to clean off dirty furniture. Over these 4 levels, you'll make sure everything is nice and clean, regardless of what you destroy in the process! This game supports up to 4 players locally using controllers. We primarily support Xbox controllers, but Switch or PlayStation controllers will work too. Mouse and keyboard also work. It was made during a 3-day global game jam.

- **District Zero (PC - Steam)** *2025*
  Roles: Programmer
  Languages: C#
  Software: Unity 3D
  Brief Description: You are an onboard weapons specialist in space going against aliens who took over the spaceship. A massive alien is destroying this spaceship, and you need to get rid of it and escape. Fight through the spaceship and find more guns throughout to help fight off the aliens.

Full Portfolio Link:

https://owentill545.github.io/OwenTillPortfolio

Work Experience:

- **Stop & Shop**
  Roles: Cashier, Bagger, Cart Attendant
  Time: June 2019 – January 2022

- **Texas Roadhouse**
  Roles: Busser/Server Assistant
  Time: July 2022 – March 2023

- **Dave's Marketplace**
  Roles: Deli Clerk
  Time: March 2023 - Current