PANDORA ROBERTS

GAME DESIGNER

Downloadable PDF Coming Soon

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Profile

Designing engaging experiences in Scrum and Agile. Embracing game design as a techinical and artistic design challenge.

Skills

Game Design

Designing on teams that follow

Scrum
as
well
as
Lemarchand
development
guidelines
while
incorprating
feedback
from
market
and
player
data.

Work
Place
Safety

Passionate
about
assuring
safety
on
projects
to
assure
that
all
team
members
can
output
their
best.

Team
Dedication

Dedicated
to
working
with
teams
to
ensure
the
smoothest
work

flow
possible.

Technical

- Godot
  Engine
- React
  Native
- NotePad++

- JavaScript
- Python
- Java

- Windows
  10/11
- Web
- Google
  Suite

Experience

Habitile

https://github.com/studio-hungus/habitile **Spring 2023**

Mob programmed a vast amount of the features as well
as assited in in play testing events, defect fixing, and
management of the tile data structure.

Rover Game

Currently Unreleased **2023-2024**

Developed a vertical slice of a currently in production game. The game involves the player entering commands into a terminal to control a Mars rover. For the vertical slice I developed the interface languege the Rover used and designed the movement mechanics. The interface language at the time was able to accept multiple commands with paramaters.

Ten Second Gunner

2022

https://github.com/PandorasGit /LudumDare51Submission

Designed and implemented a simple Galaga like game over the course of a weekend. All assets were custom made for the project as well.

LCSsolution

2021

https://github.com/PandorasGit /LCSsolution

An implementation of the Longest Common String algorthim in python that developed with Test Driven Development.

Ten Second Gunner

2022

https://github.com/PandorasGit /LudumDare51Submission

Designed and implemented a simple Galaga like game over the course of a weekend. All assets were custom made for the project as well.

Basic Rocket

2022

https://github.com/PandorasGit /BasicRocket

A command line tool developed in Java. Uses the rocket equation based and provides several model rocket motors to provide a loose physics simulation of the flight path of the rocket. It does not factor in weather condiction or aerodynamics.

Basic Rocket

https://github.com/PandorasGit/CS316 **2022**

A command line tool developed in Java. Uses the rocket equation based and provides several model rocket motors to provide a loose physics simulation of the flight path of the rocket. It does not factor in weather condiction or aerodynamics.

We fly

https://github.com/PandorasGit **2001-2004** /Midsemester_exjam_paroberts

A week long project that work focused on minium gameplay complexity but used its development time to include as much juice as possible. This juice includes screen-shake, particle effects, tweening, and sound effects.

Hobbies

- Astronomy
- Food
- Film

- Table
  Top
  Rolepplaying
  Games
- Walking
- Greek
  Mythology

- Art
  History
- Fishing
- Computer
  Repair

Education

Indiana Academy - Muncie, Indiana

High School Degree — 3.0 GPA

Ball State University - Muncie, Indiana

Computer Science: Game Design and Development Concentration — 3.6 GPA

Pandora Roberts —