ROY OTT

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Link: http://royott.com/

SKILLS

- Expertise in Unity development
- Proficient in C# programming
- Skill with C++ programming
- Documentation Writing
- Microsoft Office/Google Suit
- Github

- Experience with the following:
  - Probuilder
  - Unity Fmod Integration
  - Unreal
  - Plastic SCM

PROJECT EXPERIENCE

Dreams of Disquiet
- Acted as one half of a two person team designing, creating and implementing all aspects of a game
  - Complete dialogue system
  - Unique combat system
  - Unique movement mechanics
  - Infrastructure for saving/loading
  - Infrastructure to handle changing level state
- Helped maintain, update, and revise the core of the game over a 6 months process
- Designed and Implemented unique objects that let the player interact with the world around them

F=MA (Student Project)
- Acted as the creative lead/main programmer
- Interfaced with all other disciplines of production (Art, Animation, Sound, etc)
- Designed and Implemented unique AIs that challenged the player interesting ways
- Designed and Implemented a custom collision system to handle player and movement at high speeds
- Designed and Implemented overhead systems to handle tutorial events and level spawning
- Implemented art, animation, and sound assets into the game

Snakes?
- Built and created core gameplay loop over the course of eight hours
- Refined the core gameplay loop using iterative design principles
- Created complete game using limited budget for art and sound
- Published game to HTML 5 using Unity and Web GL

WORK HISTORY

Theater Technician, Volunteer *(August 2017 - December 2019)*
Mosaic Children's Theatre – Austin, TX
- Created Props utilizing 3D printing, electrical wiring, mechanical gears, and lighting effects.
- Managed sound and lighting effects during performances.
- Supported Stage Manager and Performers by transitioning set pieces and organizing props on cue.

EDUCATION

Associate of Applied Science in Game Design – *Austin Community College (August 2021)*