

Rose Ott

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Education

Associates of Applied Science: Game Design, 08/2021

Austin Community College – Austin TX

Professional Summary

As a gameplay programmer with 5+ years of experience, I bring well-rounded skills in developing games using Unity and programming in C#. I'm flexible, adaptable, and always ready to take on new challenges.

Skills

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

Jester's Folly:

- Built, created, and completed core gameplay loop over the course of 48 hours
- Refined the core gameplay loop using iterative design principles
- Created complete game using limited budget for art and sound
- Published game to Itch.io as an HTML 5 build using Unity

Professional Experience:

Volunteer, August 2017 – December 2019

Mosaic Children's Theater – Austin, TX

- Contributed to the construction and painting of various sets, props, and scenic elements for a theater production, utilizing carpentry and painting skills to bring the artistic vision to life.
- Collaborated with the production team to design and implement lighting and rigging for a successful theater show, ensuring seamless transitions and optimal stage visibility.
- Maintained clean, neat, and operational facilities to serve program needs.