| **Roy Ott** |
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Austin, TX 78723 ♦ [theroyott@gmail.com](mailto:theroyott@gmail.com) ♦ [Portfolio](http://royott.com/)

Link: <http://royott.com/>

**Skills**

* C# scripting
* Unity Expertise
* Documentation Writing
* Experience with Unity Fmod Integration
* Experience with Probuilder
* Analytical Thinking Skills
* Microsoft Office/Google Suit

**Project Experience**

**F=MA (Student Project)**

* Acted as the projects creative lead/main programmer which gave me the opportunity to interface 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
* Used iterative design to refine the core gameplay loop
* Used limited art and sound assets to create a complete product
* Learned to build out to Web GL to run in HTML 5

**Dungeon World Hacks**

* Worked to design a concept given to me by a third party
* Critiqued, review, and playtested to refine the experience with the third party
* Wrote out clear and concise documentation on how the rules of the design worked
* Designed an experience while being limited to the constraints of a pre-existing game system

**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)*