

RORY VAUGHN

ENTRY-LEVEL PROGRAMMER

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🔗 RoryVaughn

» Skills

KNOWLEDGE OF RELEVANT PROGRAMS

Unity

Visual Studios

GitHub

Slack

Microsoft Word

Microsoft Powerpoint

Microsoft Excel

PROGRAMMING LANGUAGES

C#

C++

Python

HTML

» Education

Academy of Interactive Entertainment - Lafayette
Advanced Diploma of Professional Game Development 2017

Iberville Math, Science , and Arts Academy West
High School Diploma 2015

President of National Honor's Society

» Employment

Academy of Interactive Entertainment - Lafayette LSU - Baton Rouge
Summer Camp Instructor July 2016 to July 2016

Worked as a Summer Camp Instructor for a week, with a group of kids from ages 13-17. Taught how to use and create a game with Unity's game engine.

Pro Unlimited (EA) Baton Rouge, LA
QA Tester Aug. 2017 to Feb. 2018

Worked as a contracted Quality Assurance tester to find and report bugs for the Origin client, website, and the EA Access app, as well as a Person-of-Contact for Vault releases.

Jetstreame Baton Rouge, LA
Programmer Feb. 2018 to May 2018

Worked as a programmer on a small team for a visual novel game being developed by Jetstreame.

Weird Wolf Studios Baton Rouge, LA
Programmer/Co-Founder May 2018 to Current, May 2018 to Current

Write the programming and assist in the design of video games designed by the company.

» Projects

Physics Simulation (Boids and Cloth Simulation) Nov. 2016 to Dec. 2016
Implemented Boids algorithm, using unity's game engine, to simulate a flocking behavior, without help from the "rigidbody" component. Also implemented a cloth simulation that has aerodynamic qualities.

Omniphobia Jan. 2017 to May 2017
Used Unity's game engine to develop a "Horror" game for the Virtual Reality Headset, "Oculus Rift". The game is about facing one's fears, and I implemented much of the functionality in the "Fear of Spiders" level, and the "Fear of Heights" level.

One-Hop-Bob May 2018 to Current
Used Unity to develop a "2D vertical platformer" that allows the player to jump and navigate upwards to claim land for the protagonist's faction, while dodging enemies and hazards. I'm currently working as the main programmer for this project.

» Activities

IDGA Game Jam 2016 · Programmer Oct. 2016 to Oct. 2016
Worked with a team of two other programmers and one artist to create a game based on a theme in 48 hours.

» Volunteering

Academy of Interactive Entertainment · Tutor Aug. 2016 to Current
Lafayette, LA
Helped first year students with understanding the basics of programming.