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

Weird Wolf Studios   Baton Rouge, LA
Programmer/Co-Founder   May 2018 to Current
Work as the Lead Programmer and assist in the design of video games created by the company.

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, using Unity.

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.

Academy of Interactive Entertainment - Lafayette   LSU - Baton Rouge
Programming Camp Instructor   July 2016
Worked as a Programming Camp Instructor with a group of kids from ages 13-17. Taught them how to create a game with Unity's game engine.

» Projects

One-Hop-Bob (Mobile App)   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 the Lead Programmer for this project and focus on C# programming, project management, and user experience.

Omniphobia (Virtual Reality Experience)   Jan. 2017 to May 2017
Used Unity's game engine to develop a "Horror" experience for the Virtual Reality Headset, "Oculus Rift". The experience 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.

Physics 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.

» Activities

IDGA Game Jam 2016 · Programmer   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
Lafayette, LA
Helped first year students with understanding the basics of programming.