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, and participated in Chess Club

» Employment

Academy of Interactive Entertainment - Lafayette
LSU - Baton Rouge

Summer Camp Instructor — Jul 2016 to Jul 2016, Jul 2016 to Jul 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.

» 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.

» 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.