ELLYS GORODISCH

(Ellys Gorodisch)

Game Programmer

SKILLS

Programming Languages
C/C++   Java
JavaScript   C#
HTML/CSS   Python

Engines/Frameworks
Unreal   Unity
React   Node.js

EDUCATION

Worcester Polytechnic Institute
August 2021 — May 2025

Interactive Media
  & Game Development, B.S.
Computer Science, B.S.

GPA: 4.00/4.00

Relevant Coursework
Technical Game Development I
Technical Game Development II
Software Engineer
Computer Networks
Operating Systems
Algorithms

EXPERIENCE

WPI Math Department
January 2022 — Present
Office Assistant for
  Professor Mayer Humi

Transcribed written lecture
  notes into PDFs with LaTeX
  and Vim

PROJECTS

Cozy Coast
Lead Programmer
- Created a cozy fishing game set on a tropical island in Unreal Engine 5 on a seven-person team
- Created a spline path system for controlling fish movement with various path shapes
- Gave different movement patterns to different fish by manipulating speed and spline shape
- Created a diving mechanic with a quick time event for determining fish catching

Dragonfly Game Engine and Your Music is Trash
Programmer
- Recreated a video game engine with C++ and a created an original video game within that engine on a two-person team
- Used SFML for ASCII art rendering for the Dragonfly engine
- Your Music is Trash is a rhythm game where you press arrows with the beat as they fall from the top of the screen

Campus Connect
Programmer
- Created an online bulletin board and messaging application using JavaScript on a four-person team
- Users can post public events and add events to their personal calendar
- Users can filter their personal calendar by month, year, and day
- Users also can join a live chat where they can talk with other users

AlphaJoust
Programmer
- Trained a genetic algorithm to play the arcade game *Joust* on a five-person team
- Used the NEAT algorithm to train a model with inputs of player position and enemy positions