WESLEY ROCKHOLZ
GAME & TOOLS ENGINEER

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EXPERIENCE

Workinman Interactive
Game and Tools Engineer | October 2016 - Current
workinman.com, breadmachinegames.com

Client-based and indie game studio in Rochester, NY. Contact me for unreleased or licensed projects not listed here.

Otto the Automaton
Python-based build automation software for pre and post-processing batch builds of Unity games for multiple platforms and clients. Interfaces with the Slack API for info and commands. Integrates C# hooks for direct processing of builds inside of Unity.

Fisher-Price SmartCycle Games
Developed API, Bluetooth, and native iOS/Android/Fire/tvOS bridges as well as gameplay for unannounced upcoming games for the Fisher-Price SmartCycle.

Disney Jr. PJ Masks: Starlight Sprint
Game design and gameplay programming for the PJ Masks tag-team infinirunner featured in the Disney Jr. App for iOS and Android.

Yes And Games
Co-Founder | August 2014 - Current
yesandgames.com

Adventure Guild
Social, mobile MMORPG featuring asynchronous turn-based dungeon crawling. Funded by MAGIC Spell Studios at RIT and Kickstarter. Developed in Unity/C# and JS with a Java/Node.js backend by a team of six.

Lazer Maze
Procedurally generated infinirunner that challenges the player to dodge lasers that fire to the beat of the music. Developed in Unity/C#, incorporating Game Center and GPGS by a team of three.

Music Social, LLC
Game Designer | May 2014 - August 2014
hearplay.com

Hearplay
Massively-multiplayer browser-based and mobile game built to gamify and socialize the music listening experience.

SKILLS

Game & Tools Development
Expert in Unity/C#, C++, Javascript game and tools development. Experienced working at all levels of the development stack from backend to editor tools to engine development and gameplay programming to mass build automaton. Highly experienced working on service-based, layered, networked multiplayer games.

Game Design & Balance
Skilled in prototyping, designing, and executing game, level, and encounter design. Frequently too theatrical as a dungeon master.

Production & Management
Experienced in project management, organization, communication and scheduling. A legendary and fearsome scope-hammer. Well known for keeping the party going.

COMMUNITY

Roc Game Dev Collective
rocgamedev.com

Admin and workshop instructor at Roc Game Dev. Social meetups, jams, collaborative projects, workshopping and more.

MAGIC Spell Studios
magic.rit.edu

Resource and mentor for RIT students that build and publish games with the assistance of MAGIC Spell Studios.

EDUCATION

Rochester Institute of Technology
BS, Game Design and Development, December 2015 | 3.98 GPA

GAMES BY

WESLO