





# WESLEY ROCKHOLZ

GAME DESIGNER

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 @wrockholz

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## EXPERIENCE

### Yes And Games

Co-Founder | August 2014 - Current  
yesandgames.com

### Adventure Guild

Creator, Team Lead | December 2014 - Current  
adventureguildgame.com

Social, mobile RPG for iOS, Android, and Windows Phone. Responsibilities include lead client-side development in Unity3D using C#, team management, scheduling, and production, organizing testing and events, marketing, digital distribution via iTunes Connect/TestFlight, Google Play, and the Windows Store, and more.

### Exoterra

Developer, Producer | August 2014 - December 2014

Mobile action base-defense game designed for intuitive touch interactions and one-handed play. Responsibilities included client-side development in Unity3D using C# and team management, scheduling, and production.

### Music Social, LLC

Analytical Game Designer | May 2014 - August 2014

### Hearplay

Analytical Game Designer | May 2014 - August 2014  
hearplay.com

Browser-based and mobile game built to gamify and socialize the music listening experience. Responsibilities included game design, game balancing, communications between development and marketing teams, scoping and scheduling, and rapid prototyping of new game mechanics.

## SKILLS

- Fun-driven game design
- Client-side development, expert in Unity/C#, C++, Javascript
- Efficient agile-based production and project management
- Working with product owners, familiar with business, marketing, analytics and insights

## EDUCATION

### Rochester Institute of Technology

BS, Game Design and Development, 2015 | 3.98 GPA