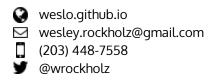
# **WESLEY ROCKHOLZ**

**GAME DEVELOPER** 



## **EXPERIENCE**

#### **Yes And Games**

Co-Founder | August 2014 - Current yesandgames.com

Indie mobile games startup in Rochester, NY.

#### Adventure Guild

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

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

Developer, Producer | August 2016 - September 2016 yesandgames.com/lazermaze

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.

#### **Workinman Interactive**

Game Developer | October 2016 - Current workinman.com

Service-based kids' games studio in Rochester, NY. Contact me for project examples.

## **Music Social, LLC**

Analytical Game Designer | May 2014 - August 2014

Social games startup in New York, NY.

#### Hearplay

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

Massively-multiplayer browser-based and mobile game built to gamify and socialize the music listening experience. Developed in Pixi.js with a CakePHP backend by a contracted team.

## 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 to gameplay programming. Highly experienced working on service-based, layered, networked multiplayer games.

#### Game Design & Balance

Proficient in prototyping, designing, and balancing game systems. Experienced in playtesting, collecting qualitative and quantitative feedback, and analyzing and responding to results.

## **Production & Management**

Experienced team leader and project manager. Conscious of time management and sprint deadlines. A legendary and fearsome scope-hammer.

## **EDUCATION**

# Rochester Institute of Technology

BS, Game Design and Development, December 2015 | 3.98 GPA



