WESLEY ROCKHOLZ

GAME DEVELOPER

🌐 weslo.github.io
✉ wesley.rockholz@gmail.com
📱 (203) 448-7558
🐦 @wrockholz

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