WESLEY ROCKHOLZ
GAME DESIGNER

GAMES BY
WESLO

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EXPERIENCE

Yes And Games
Co-Founder | August 2014 - Current

yesandgames.com

Adventure Guild
Lead Developer, Producer | December 2014 - Current

yesandgames.com/adventureguild

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 Unity3D, C#, C++, Javascript
- Efficient agile-based production and project management
- Working with product owners, familiar with business and marketing

EDUCATION

Rochester Institute of Technology
Game Design and Development | 3.98 GPA