Whitney Kluttz

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OBJECTIVE

Creative Game Developer looking to build exciting new experiences working at optimal, professional quality: quickly.

EDUCATION

Rochester Institute of Technology | Rochester NY
B.S. in Computer Science | Major: Game Design and Development   **May 2022**

TECHNICAL SKILLS

Programming Languages: C#, C++, Python, Blueprints, Lau, .Net, HTML, CSS, JavaScript, GD Script, AngularJS, Playwright
Proficient Tools: Unity, Unreal, Visual Studio 2022/2019, Maya, Blender, Git, Adobe Suite, Godot, Pico-8, Monogame, Excel, Jira, Miro, Trello, Google Suite, Teams, Discord

WORK EXPERIENCE

Outlier AI | Unity / C# / C++ Developer | Remote, WI   **Oct 2024 - Present**
- Worked with dozens of Language Learning Models to train how to best write and manage **C#** and **C++** code inside of popular game engines such as **Unity** or **Unreal**
- Fed hundreds of high-level **C#** and **C++** coding challenges and algorithms to random learning models and assessed the validity of their response as a C#/C++ programming expert

Pyramid Lake Games | Online Unity Developer | Remote, WI   **Oct 2023 – September 2024**
- Shipped a full **C# Unity** product, *Floor is… What?!,* to work with online cloud services so up to two hundred users could collaborate at the same time
- Managed in the **Photon PUN2 SDK** networking service, also worked with the **ReWired**, **BoingKit**, and **BruteForce APIs** along with basic Unity SDKs
- Optimized project code decreasing online room loading times from an average of **2 minutes** to an average of **10 seconds**.

Equilibria Systems | AI Unity Developer | Remote, WI   **May 2024 – August 2024**
- Developed an AI-driven language game, serving as a linguistic gamemaster and enhancing decision-making skills for users
- Deployed **Open Chat-GPT 4.0 API** into Unity, creating real-time progress tracking for up to 8 players
- Stored player data and behaviors on a webpage using **ASP.NET back-end** code and Unity SDKs.

Alter-Learning Education Inc. | Development Producer | Remote, CA/International   **Mar 2023 – Sept 2023**
- Created stable **WebGL** builds for **Unity VR/AR** games, enhancing project delivery efficiency by 50%
- Streamlined large project workflows, cutting delivery times from 6 months to 3, by establishing clear standards and effective communication

Idol Hell | Development Producer | Remote, CA/International   **April 2022 – Mar 2023**
- Developed a six-chapter arcade game that successfully launched on **Steam** and **Nintendo Switch,** achieving a 17.5k **Kickstarter** campaign
- Built dynamically loading scripts that ran several dozen different equations to create mesmerizing bullet patterns which could be edited in the Unity inspector for design ease
- Helped port over game to Nintendo Switch using the **Switch SDK** and **reduced complex bullet loading time** by a magnitude of 3 to reach a state optimal for the Switch