Billy Katz

Game Developer | wfk.391@gmail.com | (203) 906 6967 | Game Porfolio | Seattle, WA

GAME DEVELOPMENT AND ENGINEERING EXPERIENCE

Fire Opal Games	C# Software Engineer	Seattle, WA	January 2024 to March 2024

Copycat Video Poker is available on the web: http://fireopalmedia.com/bk/twins/

- Modified an existing codebase to build a video poker variant in Unity and Playfab
- Designed UI and UX improvements using Figma and implemented in the game engine
- Collaborated with game designer and prioritized tasks to help find the fun

Good Luck Games	C# Software Engineer	Seattle, WA	June 2022 to June 2023

Storybook Brawl is available on Steam: https://store.steampowered.com/app/1367020/Storybook_Brawl/

- Partnered with Art to design a modular VFX library and migrated all existing VFX to use this new system
- Separated complex VFX into generic modular components and created new VFX using those components
- Implemented custom playable clips using Timeline API to provide more artistic control over projectiles
- Built in-game news feature and a tool to allow designers to preview news in Unity3D with C#
- Used the MVC pattern to develop the emote selection UX

Hourglass Escapes	Technical Producer	Seattle, WA	January 2022 to June 2022

Road to Innsmouth is available for purchase: https://shop.asmodee.com/the-road-to-innsmouth-deluxe-edition-hge--ah01--en

- Road to Innsmouth won the 2023 Bulleye award for best sci-fi theme digital escape room
- Worked with 3D artists to establish pipeline to capture scenes in Unity and deliver to web gaming platform
- Maintained the documentation for a digital game with 42 pages, 10 environments and 30 unique puzzles
- Proactively identified gaps in our puzzle design and offered solutions that were cost and time effective
- Led weekly meetings to identify blockers and make sure the team hit milestones

Amazon Photos	Software Development Engineer	*Seattle, WA*	April 2019 to May 2021

- Launched the In-App purchases feature resulting in over 200,000 subscriptions in the first 6 months
- Mentored the summer intern to build support for Apple's Burst Photos

Best Buy Corporate	Mobile Developer	*Seattle, WA*	July 2018 to April 2019

- Led the technical effort to create a new UX for purchasing Apple computers

1stdibs	iOS Developer	*New York, NY*	March 2016 to April 2017

- Built a generic refresh helper that allowed views with scrollable content to be pulled down for refresh

INDEPENDENT PROJECTS

Coffee Shop Clues	Game Developer	October 2023

Coffee Shop Clues is available on itch.io: https://sip-up-games.itch.io/coffee-shop-clues

- Collaborated with an artist and writer to build a puzzle game with crafting mechanics and spooky customers
- Built a custom shader to create "see-through" effect for the espresso glass

Shift Shaft	Game Developer	March 2022

Shift Shaft is available on the iOS App Store: https://apps.apple.com/us/app/shift-shaft/id1387207777

- Designed and developed Shift Shaft, a roguelike match-3 puzzle game with a unique board rotation mechanic
- Launched in March 2022, it won 'Game of the Week' on TouchArcade
- Built VFX using a combinations of custom shaders, sprite sheets, Unity's Animator and particle system

GAME JAMS

More games available for play at on itch.io!

EDUCATION:

University of Washington, Certificate in Game Design	June 2021
New York University, B.A. in Computer Science	May 2013

KEY SKILLS: C#, Unity3D, Playfab, AzureDevOps, Figma, Photoshop, JIRA, Trello, Git, Swift, Xcode

HOBBIES: Ultimate Frisbee, basketball, sci-fi novels, board games, cooking