Devon Richey

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Education

Indiana University – Purdue University – Indianapolis   May 2023
School of Informatics and Computing
Bachelor of Science in Media Arts and Science,
        Specialization in Game Design and Development,
        Minor in Computer Science
GPA: 3.8

University of Kentucky   August 2018 – May 2020
Major in Computer Science

Professional Works

Crane Naval Base – The Mystery of Vee Island   January – May 2023
Programmer (HTML/CSS/JS)
- Developed an educational game to teach engineering principles in a manner that promotes engagement and information retention through the use of story elements, pixel art, and minigame mechanics.
- Implemented exploratory areas of the game to allow players to obtain information at their own pace, allowing for greater understanding and retention of material.

Inductance LLC – Birdhouse   August – December 2022
Level Design (UE4)
- Designed and implemented a tooltip-based tutorial system to introduce the client's key features to players in a way that improved understanding of core game mechanics and increased player playtime and retention.
- Designed and constructed a playable area to slowly introduce mechanics and increase stakes to allow players to learn how to play in order to improve enjoyability of the game.

Work Experience

Amazon.com, Inc   October 2020 – August 2021
Fulfillment Center Staff

Regal Entertainment Group   April 2018 – October 2020
Floor Staff

Software Packages

- Languages: C/C++, C#, HTML/CSS/JS
- Platforms/Engines: Unity, Unreal Engine 4, Godot