



Gameplay Programmer • emilytrizzo@gmail.com • 615-715-7728 • www.emilyrizzo.com

SOFTWARE

UNITY 5
UNREAL ENGINE 4
VISUAL STUDIO
PERFORCE
HANSOFT
GIT
PHOTOSHOP

LANGUAGES

C/C++
C#
OPENGL/GLSL
XML
HTML/CSS
PYTHON
LUA
JAVA

SKILLS

SOFTWARE ENGINEERING
AGILE DEVELOPMENT
DATA DRIVEN DEVELOPMENT
PROCEDURAL GENERATION
USER INTERFACE
SYSTEM DESIGN
TOOLS DESIGN
DATA STRUCTURES
TEAM MANAGEMENT
CROSS-TEAM COMMUNICATION

TEAM PROJECTS

LA RANA

5 MONTHS, 2018

Lead Software Developer – Team of 14 - Unreal Engine 4

- Sprint planned and negotiated deliverables for software development team
- Planned and documented major game systems
- Created and managed builds as standalone executables and Steam build uploads.

INTERSTELLAR RACING LEAGUE

4 MONTHS, 2018

UI Programmer – Team of 56 – Unreal Engine 4

- Implemented all singleplayer and multiplayer UI and menus
- Worked closely with artists to ensure UI elements were conveying correctly

UNWELCOME

3 MONTHS, 2017

Programmer – Team of 5 – Unity 5

- Programmed turn-based tower defense system, complete with enemy waves and three place-able towers which displaced AI
- Developed tools for designers to quickly prototype levels
- Maintained acceptable performance on android tablet

INDIVIDUAL PROJECTS

PROCEDURAL NARRATIVE THESIS

10 MONTHS, 2019

Personal Engine

- Procedurally generated narratives using a directed graph structure and data-defined event nodes

ROGUELIKE DIRECTED FOCUS STUDY

3 MONTHS, 2019

Personal Engine

- Created top-down roguelike with procedurally generated maps, quests, and non-player characters

PERSONAL ENGINE

2 YEARS, 2019

C++, OpenGL

- Created personal development engine with 2D and 3D rendering framework, input, audio, and UI systems, as well as profiling tools and a developer console.

EDUCATION

GUILDHALL AT SMU

2017-2019

Masters of Interactive Technology, Programming Specialization

OBERLIN COLLEGE

2012-2016

Bachelor of Arts, Computer science

