Emily Rizzo
Gameplay Programmer

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SOFTWARE

Unity Engine
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, including audio, user interface, player movement, level streaming, and puzzle elements
- Created builds as standalone executables and Steam build uploads

INTERSTELLAR RACING LEAGUE   4 MONTHS, 2018
UI Programmer – Team of 56 – Unreal Engine 4
- Implemented all single player and multiplayer UI and menus
- Collaborated with artists to implement UI animations and artwork

UNWELCOME   3 MONTHS, 2017
Programmer – Team of 5 – Unity
- 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
- Optimized 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
- Top-down roguelike with procedurally generated maps, quests, and non-player characters

PERSONAL ENGINE   2 YEARS, 2019
C++, OpenGL
- 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 *Plano, Texas*   2017-2019
Masters of Interactive Technology, Programming Specialization

OBERLIN COLLEGE *Oberlin, Ohio*   2012-2016
Bachelor of Arts, Computer science