EMILY RIZZO

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SOFTWARE

UNITY 5
UNREAL ENGINE 4
VISUAL STUDIO
PERFORCE
HANSOFT
GIT
PHOTOSHOP

LANGUAGES

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

SKILLS

SOFTWARE ENGINEERING
AGILE DEVELOPMENT
DATA DRIVEN DEVELOPMENT
PROCEDURAL GENERATION
SYSTEM DESIGN
TOOLS DESIGN
DATA STRUCTURES
TEAM MANAGEMENT

TEAM PROJECTS

LA RANA   6 MONTHS, 2018
Lead Software Developer – Team of 14 - Unreal Engine 4
- Managed a team of 3 programmers
- (TBD)

INTERSTELLAR RACING LEAGUE   4 MONTHS, 2018
UI Programmer – Team of 60 – Unreal Engine 4
- System design and implementation of all menus
- System design and implementation of all UI elements

UNWELCOME   3 MONTHS, 2017
Sole Programmer – Team of 5 – Unity 5
- Developed turn-based tower defense system
- Developed three towers which disrupted AI paths
- Developed tools for designers to quickly prototype levels
- Maintained acceptable performance on android tablet

INDIVIDUAL PROJECTS

PROCEDURAL STORY GENERATION THESIS   10 MONTHS, 2019
- Procedurally generated stories using a directed graph structure
- Verified accuracy of generated graph and story

ROGUELIKE DIRECTED FOCUS STUDY   3 MONTHS, 2019
- Created top-down roguelike with procedurally generated maps, quests, and non-player characters

PERSONAL ENGINE   2 YEARS, 2019
- Created personal development engine with robust rendering, 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