Holly Allen

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Experience

LEAD TECHNICAL ARTIST
Xana Ad Hoc – Changeling Project

Remote
May – August 2023

- Directed a team of 12 technical artists in improving visuals and performance of the three-year-old project.
- Coordinated efforts to optimize the project which led to an increase from 2 – 30 fps to 60 – 120 fps.
- Overhauled existing materials and lighting to create desired atmosphere with a lower impact on performance.

TECHING ASSISTANT
RIT School of Interactive Games & Media: IGME 105 (C#) & IGME 236 (UI/UX)

Rochester, NY
January – May 2023
August 2023 - Present

- Cultivated student growth through in-class assistance.
- Assisted professor in analyzing quality of student work.
- Provided workable feedback and assistance to students both inside and outside the classroom.

INSTRUCTOR
iD Tech Gaming Academy

Villanova, PA & Seattle, WA
June – August 2022

- Managed and maintained student safety physically and emotionally.
- Instructed 4 to 10 beginning to advanced students in various topics in game design, 3D modeling, VR development, and C#.

Skills & Abilities

- C#
- C++
- HLSL
- PlayStation 4 Dev. Kit
- Autodesk Maya & ZBrush
- Technical Documentation
- DirectX 11

- Leadership & Communication
- GitHub & Perforce
- Confluence & Jira
- Unity Engine
- Unreal Engine 4 & 5
- Rigging
- Linear Algebra, Discrete Math, Calculus I & II

Projects

SNOWBRINGER
Personal Project

August 2023 – Present

- Iterated on 2.5D game concept for semester-long hackathon/game jam with a team of twelve developers.
- Managed art production and pipeline to maintain consistent visual style and performance in-engine.

PAINTED WORLD: NEO-VERSAILLES
Academic Project

August 2022 – May 2023

- Programmed on capstone project in collaboration with the ArtCenter College of Design in California.
- Contributed to environmental programming, inventory backend, and debugging of code for the project.
- Utilized Confluence, Jira, and Perforce for project management and asynchronous collaboration.

Education

ROCHESTER INSTITUTE OF TECHNOLOGY: ROCHESTER, NY

August 2020 – May 2024

- Bachelor of Science: Game Design and Development
- Expected Graduation: May 2024
- Dean's List: 2020 - Spring 2021, Spring – Spring 2023
- Cumulative GPA: 3.6
- Founder of QSTEM, a club focused on building community for LGBTQ+ students in STEM.