

Holly Allen

(973) 545-1585 | heallen201@gmail.com | h3allen.github.io/portfolio/

Education

ROCHESTER INSTITUTE OF TECHNOLOGY: ROCHESTER, NY

August 2020 – May 2024

- Bachelor of Science: Game Design and Development, Magna Cum Laude
- Dean's List: 2020 - Spring 2021, Spring 2022 – Spring 2024
- Cumulative GPA: 3.6
- Founder of QSTEM, building community for LGBTQ+ students in STEM fields and majors.

Experience

LEAD TECHNICAL ARTIST

Remote

Xana Ad Hoc – Changeling Project

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 lower performance impact.

TECHING ASSISTANT

Rochester, NY

RIT School of Interactive Games & Media: IGME 106 (C#), IGME 105 (C#) & IGME 236 (UI/UX)

January – May 2023

August 2023 – May

- 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

Villanova, PA & Seattle, WA

iD Tech Gaming Academy

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

Graphics: DirectX 11, DirectX 12, OpenGL, PS4 Dev. Kit, PS5 Dev. Kit

Languages: C#, C++, HLSL

Software: Unity Engine, Unreal Engine 4 & 5, Git, Perforce, Confluence, Jira

Mathematics: Linear Algebra, Discrete, Calculus I & II

Projects

ALL-WHEEL BRAWL

January 2024 – Present

Production Studio Academic Project

- Created 3D game engine on the PlayStation 5 for both production teams in production studio.
- Collaborated in a team of 7 to create an achievable game demo in a single semester.

SNOWBRINGER

August 2023 – Present

Personal Project

- 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

August 2022 – May 2023

Academic Project

- 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.