

Holly Allen

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SKILLS

- C++ (3 years)
- C# (4 years)
- DirectX 11 (2 years)
- DirectX 12 (1 year)
- PS4 & PS5 Dev. Kits (1 year)
- HLSL (2 years)
- Linear Algebra (3 years)
- Discrete Mathematics (4 years)
- Unity Engine (3 years)
- Unreal Engine 4 & 5 (2 years)
- Git & Perforce (4 years)
- Confluence & Jira (3 years)

EXPERIENCE

RIT School of Interactive Games & Media – Teaching Assistant

JANUARY 2023 – MAY 2024

- Assisted professor with analyzing and critiquing student work for UI/UX, algorithmic problem solving, and data structures courses.
- Provided workable feedback to students both inside and outside the classroom.

Xana Ad Hoc, Changeling Project Co-op – *Lead Technical Artist*

MAY – AUGUST 2023

- Managed team of twelve technical artists in improving the visuals and performance of a three-year-old student-run project.
- Coordinated efforts to optimize the game which resulted in a 30 to 60 times increase in frame rates and a 1 GB decrease in file size.
- Collaborated with the Aesthetics team to create standards for textures and models and to ensure cohesion for the game's VFX.

Projects

PS5 Engine – *Academic Project*

JANUARY – MAY 2024

- Created a 3D game engine on the PS5 alongside a team of students utilized by two teams in a production studio environment.
- Implemented model and texture loading, materials, directional and point lighting, skyboxes, transparency, and a basic particle system.

Painted World: Neo-Versailles – *Academic Project*

AUGUST 2022 – MAY 2023

- Contributed to a senior capstone project at the ArtCenter College of Design in CA.
- Contributed to the environmental scripting, inventory backend, and debugging of code for the project.

EDUCATION

Rochester Institute of Technology – *B.S. Game Design & Development*

AUGUST 2020 – MAY 2024

- GPA: 3.6
- Dean's List, Magna Cum Laude
- Founded a student organization for LGBTQ+ students in STEM and STEM-related fields.