Henry Orsagh

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EDUCATION

Rochester Institute of Technology, Rochester, NY, 14623
July 2020 - May 2024

Game Design and Development BS

- Presidential Scholarship
- Dean's List
- 3.9 GPA

EXPERIENCE

Panera Bread, 300 Hylan Drive, Rochester, NY, 14623
August 2021 - Present

Multitasking, Customer Service

Gracie's, Grace Watson Hall, Greenleaf Ct, Rochester, NY, 14623
October 2020 - August 2021

Attention to detail, Working Under Pressure

Historic Houseparts, 540 South Ave, Rochester, NY, 14620
June 2019 - September 2019

Reliability, Problem Solving

SKILLS

- C#
- C++
- Python
- Java
- JavaScript
- HTML/CSS
- Adobe Photoshop
- **Game Engines:** UE4-5/Unity
- **Prototyping:** Axure/Figma
- **3D:** Maya/Blender/Substance
- **Team:** Github/Trello

PROJECTS

Ruins
February 2019 - April 2021

[Personal project](#) (CS:GO level)

- Created with Hammer Level Editor
- Researched and analyzed popular maps
- Designed layout for engaging play
- Playtested and iterated on design to enable exciting and interesting playstyles
- Detailed and themed map

RuneSmith
January 2022 - April 2022

Academic project (Roguelite deckbuilder)

- Created in Unity using C#
- Collaborated with team of 7
- Developed UI
- Utilized and updated live GDD
- Created rune sequencing system

The Halls
January 2021 - May 2021

[Academic project](#) (Endless dungeon roguelike)

- Written in C# with Monogame
- Collaborated with team of 4
- Created UI and implemented animations
- Coordinated with GitHub and Trello
- Created room sequencing system
- Created enemy AI and mechanics

Trials of Persephone
February 2022 - Present

Personal Project (Virtual Reality adventure game)

- Created in Unreal Engine 4
- Developed engaging enemy AI
- Worked efficiently to meet a deadline
- Developed engaging magic system