

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
- 3.7 GPA

EXPERIENCE

Software Developer, Department of Homeland Security Grant

November 2022 - Present

Worked with a team to develop multiple tools related to software supply chain security. Focused on front-end web development and data analysis tooling.

Event Staff, Rochester Foam Dart League

September 2022 - January 2023

Facilitate the deployment and design of game modes and rules

Food Service Associate, Panera Bread

August 2021 - August 2022

Multitasking, Customer Service

SKILLS

- C#
- C++
- JavaScript/TypeScript
- HTML/CSS
- Python
- Java
- 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

Trials of Persephone

January 2022 - Present

Personal Project (First Person Spellslinger)

- Created in Unreal Engine 5
- Rapid game prototyping
- Utilized and maintained a live GDD
- Created an engaging physics-based magic 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

Croak and Dagger

August 2022 - Present

Academic Project (Narrative driven Hack n Slash)

- Created in Unity
- Developed engaging enemy AI
- Worked on VFX and combat design
- Level design
- Collaborated with team of 19