

# Henry Orsagh

## Portfolio:

<https://horsagh.github.io/level-design>

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## EXPERIENCE

### Game Developer, RIT Cyber Games

*May 2023 - May 2024*

Grants from the NSA and ACI. Worked with students and faculty to design and develop fun-first resilience games in Unity.

### Software Developer, RIT Software Design and Productivity Laboratory

*November 2022 - May 2023*

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

### Event Staff, Rochester Foam Dart League

*September 2022 - January 2023*

Facilitated the deployment and design of game modes and rules.

## EDUCATION

### Rochester Institute of Technology, Rochester, NY, 14623

*July 2020 - May 2024*

Game Design and Development BS

- Magna Cum Laude
- Dean's List
- Creative Writing Minor
- 3.7 GPA

## SKILLS

- **Game Engines:** Unreal, Unity, Hammer
- **Team:** Trello, Google Suite
- **Programming Languages:** C#, Blueprints, Java, Python, JS/TS
- **2D:** Photoshop, Axure, Figma
- **3D:** Maya, Blender, Substance

## PROJECTS

### Trials of Persephone

*March 2023 - Present*

Personal project (First Person Spellslinger)

- Created in Unreal Engine 5
- Rapid game prototyping, live GDD
- Grayboxed levels
- Created an engaging physics-based magic system with Blueprints
- Collaborated with 3D artist

### Ruins

*February 2019 - April 2021*

Solo personal project (CS:GO level)

- Created with Hammer Level Editor
- Playtested and iterated on design to enable exciting and interesting playstyles
- Detailed and themed map

### Warehouse

*February 2024*

Solo academic project (Contractors VR level)

- Created with Unreal Engine 4
- Utilized Contractors Modkit
- Created napkin sketch and iterated on map routes and sightlines
- Grayboxed and detailed map within tight time constraints
- Managed lighting, navmesh, and gamemodes

### Croak and Dagger

*August 2022 - May 2022*

Academic team project (Narrative driven Hack n Slash)

- Created in Unity
- Sketched and gray boxed well-paced levels
- Collaborated with team of 19
- Designed levels to convey main plotline and additional environmental narrative
- Programmed enemy AI