

# Henry Orsagh

**Portfolio:** <https://horsagh.github.io/>

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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, Monogame
- **Team:** Agile/Scrum, Git, Trello, Google Suite
- **Programming Languages:** C#, C++, Java, Python, JS/TS
- **2D:** Photoshop, Axure, Figma
- **3D:** Maya, Blender, Substance

## PROJECTS

### HACKBOX

*May 2023 - May 2024*

Professional team project (Cybersecurity mobile game)

- Created in Unity
- Designed minigame framework for easy expandability
- Created entertaining minigames that introduce important cybersecurity concepts
- Utilized Google Play Games Services for cloud save data
- Ran playtests at 3 high schools
- Implemented and used Yarnspinner

### Trials of Persephone

*March 2023 - Present*

Personal project (First Person Spellslinger)

- Created in Unreal Engine 5
- Rapid game prototyping, live GDD
- Made AI motion capture animations
- Created an engaging physics-based magic system
- Collaborated with 3D artist

### Croak and Dagger

*August 2022 - May 2022*

Academic team project (Narrative driven Hack n Slash)

- Created in Unity
- Blueprinted and gray boxed well-paced levels
- Implemented particle systems
- Utilized state machines to make enemies that are fun to fight
- Collaborated with team of 19

### 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