

John Richard

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🌐 <https://www.linkedin.com/in/hire-john-richard/>

EDUCATION

BS in Computer Science with an Emphasis in Games

University of Utah • Salt Lake City, UT • 2024 • 3.719 GPA

- I was added to the Dean's List every semester

PROJECTS

Pogo Rogue

Bounce Back Games • https://store.steampowered.com/app/2870280/Pogo_Rogue/ • August 2023 – May 2024

- I served as a Producer, Engineer and Designer on this hit 2D Roguelike game created as a Capstone project in GameMaker.
- As a Producer, I directed the sub-team responsible for enemies and bosses in the game.
- As an Engineer, I programmed several of the enemies and all 3 of the boss encounters.
- As a Designer, I led multiple design meetings and implemented many improvements generated from playtest results.

F.I.D.O.

Puppy Chow Productions • <https://store.steampowered.com/app/1946330/FIDO/> • January 2022 – May 2022

- Served as an Engineer and Designer on this 3D Horror game created as a student project in Unity.
- Contributed to the code for the main character's movement, stealth encounters, and event scripting.
- Helped design the game's main combat system.

EXPERIENCE

Software Engineer Intern

Domo, Inc.

July 2021 – Present, American Fork, UT

- Engineered and maintained a variety of highly customized web applications for many of our corporate clients.
- Participated in sprint planning meetings and drove iterative software development processes.
- Interacted collaboratively with clients to deliver any features and/or bug fixes on their large code bases.

Process Assistant

Amazon

August 2018 – August 2021, Salt Lake City, UT

- Trained our Problem Solver team in both the QA and Pick departments.
- Led stand-up meetings to deliver updates and encouragement to our associates.
- Delivered feedback and training to help associates grow in safety, quality, and productivity.

SKILLS

Game Development: Unity, Unreal, GameMaker, Gameplay Design, 3D Modeling, Game Production

Programming: C++, C#, Java, Javascript, Large Software Development, Web Development, Shader Programming

SUMMARY

Creative and technically skilled Video Game Developer and Software Engineer with a passion for crafting immersive user experiences. Recent graduate from the University of Utah with a BS in Computer Science, with an Emphasis in Games. Proficient in a variety of technologies and disciplines, I combine innovative design with robust technical skills to create engaging and memorable gaming experiences.