

Justin Ly

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Brooklyn, NY

EDUCATION AND HONORS

Rochester Institute of Technology | School of Interactive Games and Media

August 2018 - August 2022

Bachelor of Science in Game Design and Development, magna cum laude

GPA: 3.78

Relevant Courses: Game Development and Algorithmic Problem Solving I and II, Level Design, Virtual Worlds, Interactive Media Development, Web Design and Implementation, Interactive Game and Audio, Foundations of Interactive Narrative, Advanced Creative Writing Workshop, World Building Workshop

Dean's List: Fall 2018, Spring 2019, Fall 2019, Spring 2020, Fall 2020, Spring 2021, Fall 2021

SKILLS

Digital Development Languages: HTML, JavaScript, CSS, C#, C++

Software Proficiencies: Visual Studio, Visual Studio Code, Unity, Unreal Engine, Github, Photoshop

PROFESSIONAL EXPERIENCE

Xana Ad Hoc Studio

Brooklyn, NY

Development Team Lead, Level Designer, Programmer

May 2022 - August 2022

- Led a team of three in the iteration, ideation, and development of a new level based on existing work in the ChangelingVR project
- Handled communications between project leads and other teams to present clear expectations and improve collaborative efforts
- Maintained thorough documentation of development work and design decisions for the sake of future teams to iterate on

LEADERSHIP & VOLUNTEER EXPERIENCE

Skyline Studios

Rochester, NY

Co-founder, Lead Coordinator

June 2020 - Present

- Assemble and lead a team of persons of varying skills to create story-driven video games and other narrative-focused content
- Tell captivating stories within our content that are simultaneously enjoyable by anyone, and provide meaningful representation of racial, sexual, and gender minorities to people within such communities
- Design and develop primary game systems to create enjoyable and memorable interactive experiences for consumers

Local Community Swap Meet

Brooklyn, NY

On-site Coordinator

November 2022 - Present

- Volunteering at local libraries to manage regular events involving the exchange of large quantities of unwanted or donated items
- Being on-site prior to the event starting in order to coordinate with fellow volunteers to ensure an orderly system for event-goers

PROJECTS

Empowered (Skyline Studios Debut Project)

Brooklyn, NY

Co-Designer, Lead Programmer, Assistant Writer

September 2018 - Present

- Leading a small team to create Skyline Studios' debut project in the industry with a game that looks to break new ground in the RPG genre by including additional rhythm-based mechanics
- Programming and designing primary game mechanics to provide players with a gratifying gameplay loop, a steady sense of progression, and exciting combat encounters to maintain player engagement and enjoyment

Rita the Cartographer (Academic Project)

Rochester, NY

Production Coordinator, Web Programmer

April 2021 - May 2021

- Utilized and combined multiple web APIs (RitaJS and Mapbox) to create a new and unique web application
- Displayed understanding of functional and appealing design through use of CSS to create a satisfying user interface

ADDITIONAL INFORMATION

Interests: Writing, Worldbuilding, Drawing, Storytelling, Game Modding, Tabletop RPGs (Dungeons & Dragons, Pathfinder), Video Games (Action, Roguelikes, First-Person-Shooters, Minecraft)