

Ron Makhouri

Game Designer

Skills

Game Design

- Specialization in Level Design
- Proficient in C# Programming for Unity

Engines and software

- Unreal Engine 4
- Unity
- 3ds Max
- UDK
- Motion Builder

Programming

- C#
- HTML
- CSS

Experience

Video Game Tester – Fallout 76 – Bethesda Softworks – Used creative ways to find bugs, crashes, freezes, and exploits - 2019

- Typed detailed reports on how to reproduce and fix issues
- Recognized for finding multiple extreme game breaking issues
- Tested in single player and multiplayer team modes

LinkedIn Specialist - Proresource – Created and maintained business connections for clients - 2019

- Conducted research and determined detailed search criteria to find leads
- Collected and reported data used for marketing campaign results
- Managed blog posts and data reports

Man vs God – VR FPS/RTS game for HTC Vive – Unity – 2018

Team Leader, Writer, Game Designer, Level Designer, and Programmer

- Designed and programmed the entire game
- Implemented a two player system that includes a gameplay of VR and non-VR simultaneously
- Featured this game at the Senior Expo in George Mason University

Teacher – MGTA – Taught middle school and high school students game design and VR - 2017

- Taught students how to use unity, how to create a VR game for HTC Vive, and how to program in Unity
- Taught students how to create VR games for mobile phones (Android)

Escape – Horror FPS game for PC – Unreal Engine 4 – 2016

Team Leader, Game Designer, Level Designer, Sound Designer and Programmer

- Designed all levels
- Programmed UI, animation triggering, collecting items, and jump scares
- Animated objects and characters
- Implemented sound effects and music

Special Recognition

- Dean's List – 2016 – for being the top game design student in the sophomore class
- Dean's List – 2015 – for being the top game design student in the freshman class

Other skills

- Eight years experience in filmmaking
- Five years experience in playing the piano
- Fluent in Arabic and English. Proficient in Hebrew

Education

George Mason University – GPA: 3.8

- BFA in Computer Game Design. Graduated May 18, 2018

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