

# OWEN HEY



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## GAME DEVELOPER

Game developer with 3+ years of professional experience building interactive experiences across desktop, web, and mobile platforms. Strong technical skills in gameplay programming and system design. Collaborates effectively with artists and designers to implement features with high visual polish. Award-winning work in educational games with a diverse portfolio of released personal projects.

### Technical Skills

Game Engines and Frameworks

- Unity3D
- Unreal Engine
- Vue 3
- Python libraries like Flask, Django, and Plotly

Languages

- C#
- Javascript / Typescript
- Python

Specialties and Strengths

- Multiplayer programming
- Game system architecture
- Shaders / GPU programming
- Procedural animation

### Education

- Rensselaer Polytechnic Institute, 2021
- B.S. in Computer Science
- B.S. in Game Simulation Arts and Sciences
- GPA: 4.0

### Independent Games

- Steel Rose Revolution - hack and slash boss rush game.
- Cluedle - daily word game inspired by Wordle
- The Flag Game - flag trivia game with global leaderboard
- Char Chase - cute third person word game

### Relevant Experience

Fablevision Studios - Developer

2022-present

- Nunaka (2022-2023, 2025-present)
  - Led development on Nunaka, a 3D game showcasing and preserving the Alaskan Native Tribal consortium Chugachmiut's heritage.
  - Developed 18 minigames that explore Sugpiaq culture and language and pre-K learning goals.
  - Worked with the art team to create a custom shader that defines the visual style for the entire game.
  - Managed a small team of junior developers to complete an entire expansion in six months.
  - Awarded a Gold Serious Play, EdTech, and James Paul GEE! Learning Game Award.
- Isles of Ilkmaar (2023-2025)
  - Led development on multiplayer data-science game for middle schoolers.
  - Used Mirror Networking to handle up to 30 concurrent players per server-orchestrated game world.
  - Built backend data pipeline with Django and MySQL to track student progress and thousands of in-game events.
- Other projects (2022-present)
  - Developed 5+ websites, interactives, and video games for museums worldwide.

Polygunners - Sole developer

2021-2022

- Released a cooperative bullet-hell game on Steam, with over 60,000 downloads and a 95% positive rating.

MEMIC - App Development Intern

2021

- Used Azure CI/CD pipeline and .NET to develop and deploy a chatbot to serve 500+ employees.