

OWEN HEY



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GAME DEVELOPER

About me

Published and awarded game programmer with three years of professional experience. Have contributed on professional and personal game projects from concept to release.

Objective

A game programmer role working on a project I feel genuinely passionate about, with others I can learn from and who share my same excitement.

Technical Skills

Game Development

- Unity3D
- Unreal Engine
- Multiplayer programming
- Shaders / Graphics

Web Development

- HTML
- Vue
- JavaScript / Typescript
- CSS

General / Other

- Git / Perforce
- Django and Plotly
- Photoshop

Education

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

Hobbies / Interests

- [Game jams](#)
- GDC conference associate
- Dungeons and Dragons
- Flags and geography

Relevant Experience

Fablevision Studios - Developer 2022-present

- Main developer on Isles of Ilkmaar, a multiplayer game about data science for middle schoolers.
- Wrote networked code using Mirror Networking to serve a single game world for up to 30 players.
- Utilized Django MySQL database to handle data events for the game.
- Main developer on Nunaka, a 3D game exploring the Alaskan Native Tribal consortium Chugachmiut's heritage.
- Worked with the art team to create a unique visual style for the game using custom shaders.
- Developed 16 minigames that explore Sugpiaq culture and language.
- Lead a small team of junior developers to finish an entire expansion in under six months.
- Developed websites, interactives, and video games for museums across the world.

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

- Developed a chatbot with a small group to serve 500+ employees.