

OWEN HEY



[Portfolio](#)



[LinkedIn](#)



oysterhey@gmail.com



1 207 391 1996

GAME DEVELOPER

About me

Published and awarded game developer with three years of professional experience. Have contributed on both professional and personal game projects through entire lifetime from concept to release.

Objective

A position in game development where I can learn from and excel with others that feel as passionate as I do about our work.

Technical Skills

Game Development

- Unity3D
- Unreal Engine
- Multiplayer programming
- Writing shaders

Web Development

- HTML
- Vue
- JavaScript / Typescript
- CSS

General / Other

- Git / Perforce
- Django and Plotly
- Photoshop
- Googling

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

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.
- Wrote a custom shader and worked with 3D artists to create a unique look.
- Developed 8 minigames that explore Sugpiaq culture and language.
- Developed websites, interactives, and video games for museums across the world.
- Assisted with intern program, helping find and mentor interns over several semesters.

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.