

Payton Ross

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<https://paytoneross.github.io/>

PROFESSIONAL SUMMARY

I am a student studying Games, Interactive Media, and Mobile Technologies at Boise State University. I am an aspiring Software and Game Developer with several completed projects using a variety of different softwares and programming languages. I have strong working experience game development tools such as Unity, and Unreal Engine, as well

EDUCATION

Games, Interactive Media, Mobile (BS) – *Boise State University*

Anticipated Graduation Date: May 2026

Pursuing a degree focused on coding, software design, and game development. For more information on my experiences and projects I have contributed to, please see the projects tab below and visit my website linked above.

PROJECTS

For more information on my projects, please visit my website linked above.

Unity 2D Game, 'Escape The Tomb' – *Boise State University*

Sep 2023 – Nov 2023

- Coded and designed all aspects of a genre-blending 2D Unity platformer game individually.
- Established foundational skills with C# and OOP, as well as softwares like Unity, Visual Studio, and Adobe Photoshop/Animate.

AR Mobile Group Game, 'Tower Attack' – *Boise State University*

Nov 2023 – Dec 2023

- Created a mobile AR shooter/tower attack game with a small team within 3 weeks.
- I served as a Project Manager. I contributed to the game concept alongside my group, as well as designed the UI and playspace, coded the shooting mechanics, and assisted in implementing AR mechanics.

Interactive Comic – *Boise State University*

Mar 2024 – May 2024

- Created an interactive comic project in Unity in a team of 5. The comic tells a compelling story that ties in a complicated quantum science principle, as well as contains an auto runner mini game.

- I was the Project Director. I created 4 comic panels, assisted in writing the narrative, developed a mini auto runner game, helped design the UI, and wrote character dialogue.

Boss Battle Mini Game – *Boise State University*

Oct 2024 – Nov 2024

- Coded and developed a multi-phase boss battle as a mini FPS game.
- I completed this project individually over the course of 2 weeks. I coded and designed all aspects of the FPS gameplay and AI state machine mechanics, and used free 3D models from the Unity Asset Store for the assets.

Multiplayer 3D Game, 'Yard Wars' – *Boise State University*

Sep 2024 – Nov 2024

- Collaboratively created a 2-4 player local multiplayer game in Unity with a team of 3.
- My role was a gameplay programmer. I collaborated with the team on the game concept, designed the movement system, implemented multiplayer mechanics, and created the AI state machine.

Responsive Data Visualization Website – *Boise State University*

Sep 2024 – Nov 2024

- Created a mobile responsive website to display data using Node.js and JavaScript.
- I became proficient with HTML and CSS, as well as got early experience with JavaScript and Node.js in the context of web development by creating interactive and scalable graphs to display interesting data.

WORK EXPERIENCE

Phlebotomist – *St. Luke's Hospital*

Apr 2021 – Present

- Perform safe and successful blood draws (1000+) on neonatal to geriatric patients.
- Coordinate with Medical Laboratory Scientists to ensure proper processing, transport, and resulting of lab tests.

Barista – *Zero Six Coffee Fix*

Apr 2019 – Apr 2020

- Prepared hot and cold beverages such as coffee, espresso drinks, blended coffee and tea.

Courtesy Clerk – *Albertsons*

Apr 2017 – Apr 2019

- Delivered superior customer service greeting or assisting customers and directing them to their desired items.