

Payton Ross

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<https://paytoneross.github.io/payton-portfolio/>

PROFESSIONAL SUMMARY

I am currently a student studying Games, Interactive Media, and Mobile Technologies at Boise State University. I am an aspiring Game Developer with several completed projects in my time in school, using a variety of softwares. I have a deep passion and knowledge of games, and I am eager to contribute to creating meaningful experiences that surprise and delight gamers and nongamers alike.

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.

Pre-Nursing Major (BS) – *Boise State University*

Aug 2018 – Dec 2020

Completed prerequisite courses for the BSU nursing program, including Chemistry, Anatomy & Physiology, Pathophysiology, and Biology.

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 2D Unity platformer game individually.
- In this project, I became proficient with C# and OOP, as well as softwares like Unity, Visual Studio, and Adobe Photoshop/Animate.
- I also got my first experience implementing my deep knowledge of game design, by creating a genre blending experience with a complex level design and an emphasis on exploration and fast paced movement.

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, assisted in implementing AR mechanics, and assisted in development of the Unity project file.
- In this project, I got my first major experience developing software with a team. We learned proper development practices, as well as got experience working in sprints as we only had 3 weeks to learn how to code complex AR mechanics, and then implement them into a game.

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 of the 24 comic panels, developed a complex character driven story alongside the team, developed the mini auto runner game, helped design the UI, wrote character dialogue, and helped implement our work into the Unity project.
- In this project, I became more proficient with C#, Unity, Github, Photoshop, and Figma. I got more experience developing software alongside a team of talented developers, working in sprints, and got more experience with software development pipelines. I also learned and implemented principles of quantum science, physics, and thermodynamics into the project.

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 gameplay and boss fight mechanics, and utilized free, open source 3D models from the Unity Asset Store to make the experience more immersive.
- In this project I learned more about coding and designing FPS games specifically, as well as complex AI state machine programming. I expanded my knowledge of OOP by utilizing SOLID coding principles to make my code as efficient as possible. I also used this as another opportunity to display my knowledge of game design by creating an engaging combat experience as well as complex puzzle mechanics that the player must solve in order to progress.

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 programmer, I collaborated with my group on the game concept, designed the movement system, implemented player controller assigning, spawn instancing, created the AI state machine, and assisted with implementing everyone’s work into the project file.
- I got my introduction to local multiplayer game programming in this project, I got more experience with AI state machines, and I worked to improve my skills at programming movement.

360° Interactive Video – *Boise State University*

Nov 2024 – Dec 2024

- Created a 360° video with AR interactivity, with a team of 5, that teaches the user about phlebotomy. The project could be used to assist in training staff, or it could be used by patients for immersion therapy.
- In this project, I collaborated with my group on the concept and script, as well as developed the AR interactivity and user interface.
- I learned more about AR programming using Meta Quest, and UX design. I also learned more about immersive therapy experiences and worked to implement what I learned into this project.

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.
- Perform scientific lab processing precisely following established protocols and procedures to ensure specimen safety and stability.
- Field patient and healthcare provider questions with an emphasis on exceptional customer service.
- Coordinate with team members to create an efficient, comforting, and safe environment to put patients at ease.

Barista – *Zero Six Coffee Fix*

Apr 2019 – Apr 2020

- Prepared hot and cold beverages such as coffee, espresso drinks, blended coffee and tea.
- Maintained a clean and organized workplace so that teammates could locate supplies and products as needed.
- Focused on connecting with customers and delivering customer service with a 'customer comes first' attitude.
- Cleaned and sanitized work areas, utensils and equipment and service and seating areas.
- Worked closely with managers and co-workers as part of a team-oriented atmosphere.

Courtesy Clerk – *Albertsons*

Apr 2017 – Apr 2019

- Delivered superior customer service greeting or assisting customers and directing them to their desired items.
- Performed proper bagging techniques, proactively assisting customers in the store, and loaded grocery bags into vehicles.
- Completed front end store maintenance to provide an exceptional shopping environment for our customers.