

Payton Ross

Software Developer

- ✉ paytonross@u.boisestate.edu
LinkedIn: <https://www.linkedin.com/in/paytonross/>
GitHub: <https://paytoneross.github.io/>

Skills

Unity Game Engine	● ● ● ● ●
Unreal Game Engine	● ● ● ● ●
Adobe Creative Suite	● ● ● ● ●
Maya	● ● ● ● ●
XCode	● ● ● ● ●
C# Programming	● ● ● ● ●
Front End Web Dev	● ● ● ● ●
HTML, CSS	
Back End Web Dev	● ● ● ● ●
JavaScript, Node.js, React, MySQL, ASP.NET	

Professional Experience

- Phlebotomist, St Lukes**
04/2021 – Present | Boise, Idaho
- Performing outpatient blood draws on patients of all ages
 - Collaborating with Medical Lab Scientists to process and transport lab samples

- Barista, Zero Six Coffee Fix**
04/2019 – 04/2020 | Boise, Idaho

- Courtesy Clerk, Albertsons**
04/2017 – 04/2019 | Boise, Idaho

Education

- Games, Interactive Media, and Mobile Technologies (BS), Boise State University**
08/2023 – Present | Boise, Idaho

Projects

- Peerlink, Team Leader / Co-Developer**
10/2025 – Present
Unity, WebGL
 - Team leader on a game project commissioned by the BSU department of Financial Wellness to promote financial literacy and wellness in college students.
- Graveyard Bash, Co-Developer / Level Designer**
10/2025 – 12/2025
Unreal Game Engine
 - Co-developed a networked multiplayer FPS game in Unreal Engine.
 - Created the level design/blueprint scripting with an emphasis on text-less tutorials, and the building of tension.
- Moo Moo Mayhem, Co-Developer / Level Designer**
09/2025 – 12/2025
C#, Unity
 - Co-developed a local multiplayer shooter/spelling hybrid game, using a proprietary controller designed for osteo-arthritis accessibility.
 - Developed the top down shooter gameplay, enemy AI state machine, and created the level design.

- Responsive PECs Board, Co-Developer / AR Engineer**

- 03/2025 – 05/2025
XCode, Swift
 - Co-developed a responsive PECs board IOS app meant to assist individuals with non-verbal autism with communication.
 - Assisted in the development of location based communication options, created an AR image scanning feature to assist with navigation through big buildings.

- CRUD API Mobile Website, Developer**

- 03/2025 – 05/2025
HTML, CSS, JavaScript, React, Node.js, MySQL
 - Created a responsive website and server to display and manage data in a database.