Rose Keller

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SKILLS

Specialties: gameplay programming, UI design, UI implementation, prototyping, game design
Languages: C#, Javascript, Typescript, HTML/CSS, Python, C++, Lua, Actionscript 3, PHP, SQL
Platforms: PC (Steam), web, iOS, Xbox One, PS4, Flash
Engines/Tools: Unity, Phaser, Git

EXPERIENCE

Senior Software Engineer, Shiny Shoe Games, San Francisco, CA   *Nov 2016 - present*
- Prototyped game ideas, implemented gameplay features, addressed bugs and performance issues.
- Collaborated closely with designers and artists to bring their vision to life.
- Worked with other engineers to develop system architectures and coding standards.
- Shipped **Monster Train**, a deckbuilding roguelike PC game, and 2 major content updates. (Unity/C#)
  - Developed core features including the experience/unlocks system, the map, the merchant/upgrade system, and the Logbook (in-game encyclopedia/progression tracker.)
  - Designed and implemented game UI including the Logbook and the HUD.
- Shipped **Death's Door** and **Death's Door: Aftermath**, livestreamed PC games..
  - Prototyped various ideas for "Twitch-plays" gameplay, then implemented features including the turn-based battles and the choose-an-option events. (Unity/C#)
  - Designed and implemented an interactive sidebar in which users can vote and play a character-collecting minigame while watching the stream. (HTML/JS)
- Ported **Budfarm 420**, an idle mobile game, from Flash to Unity, and implemented new features/UI.
- Shipped a series of distributed multiplayer games for the Madison Square Garden arena, in which visitors use their phones to play along with a game shown on the central display. Games include trivia, goal defender, and pattern matching. (Unity/C# and HTML/JS)
- Ported the **Banner Saga 2** Survival Mode feature to Xbox One and PS4. Implemented gamepad support, achievements and social features, and console certification compliance. (Actionscript, C++)

Game Programmer, LRNG/GlassLab Games, Redwood City, CA   *Nov 2013 - Oct 2016*
- Developed original educational games with a small team.
- Implemented key gameplay and UI features as well as internal tools.
- Shipped **Mars Generation One: Argubot Academy**, an iOS game that teaches argumentation. (Unity/C#)
- Shipped **Ratio Rancher**, a web game that teaches ratios using cute creatures. (HTML/JS)
- Shipped **Battleground 538**, an iOS game that explores the U.S. electoral college. (Unity/C#)

Independent Game Developer   *July 2006 - present*
- Designed, engineered, and released independent game projects. (Flash, Unity/C#, HTML/JS)
- Completed 20+ game jams. **Interstellar Connection**, a recent entry in the 72-hour Ludum Dare game jam, was voted #33 overall out of 3500 entries.

EDUCATION

Haverford College, Haverford, PA   **Bachelor of Science**, May 2013
Major: Computer Science, Minor: Psychology