A Future in Video Game Developing

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Video Game Developer @ Animate Objects

Vitals

Company Name: Animate Objects
Location: San Diego, CA
Projects: VReakout and BitShift BattleGrid
Products: PC Game and HTC Vive Game
06/13/16 - 08/19/16

Background

Animate Objects is a startup company that was founded by Chance Roth, a San Diego State University graduate back in late 2015. This Summer was the first time that Animate Objects had internships available and I got the opportunity to join the company, along with two other UC San Diego students.

Currently, Animate Objects is composed of Chance, a graphic designer, a social media marketer, and two full time video game lead developers. The current project that Animate Objects is working on is called "BitShift: BattleGrid," which is the project that I was heavily involved with during my last 4 weeks as an intern. I am proud to say that **my name is on two video games that are out now on Steam!**

Projects

VReakout: A modern re-imagining of the classic brick breaker genre with a virtual reality.
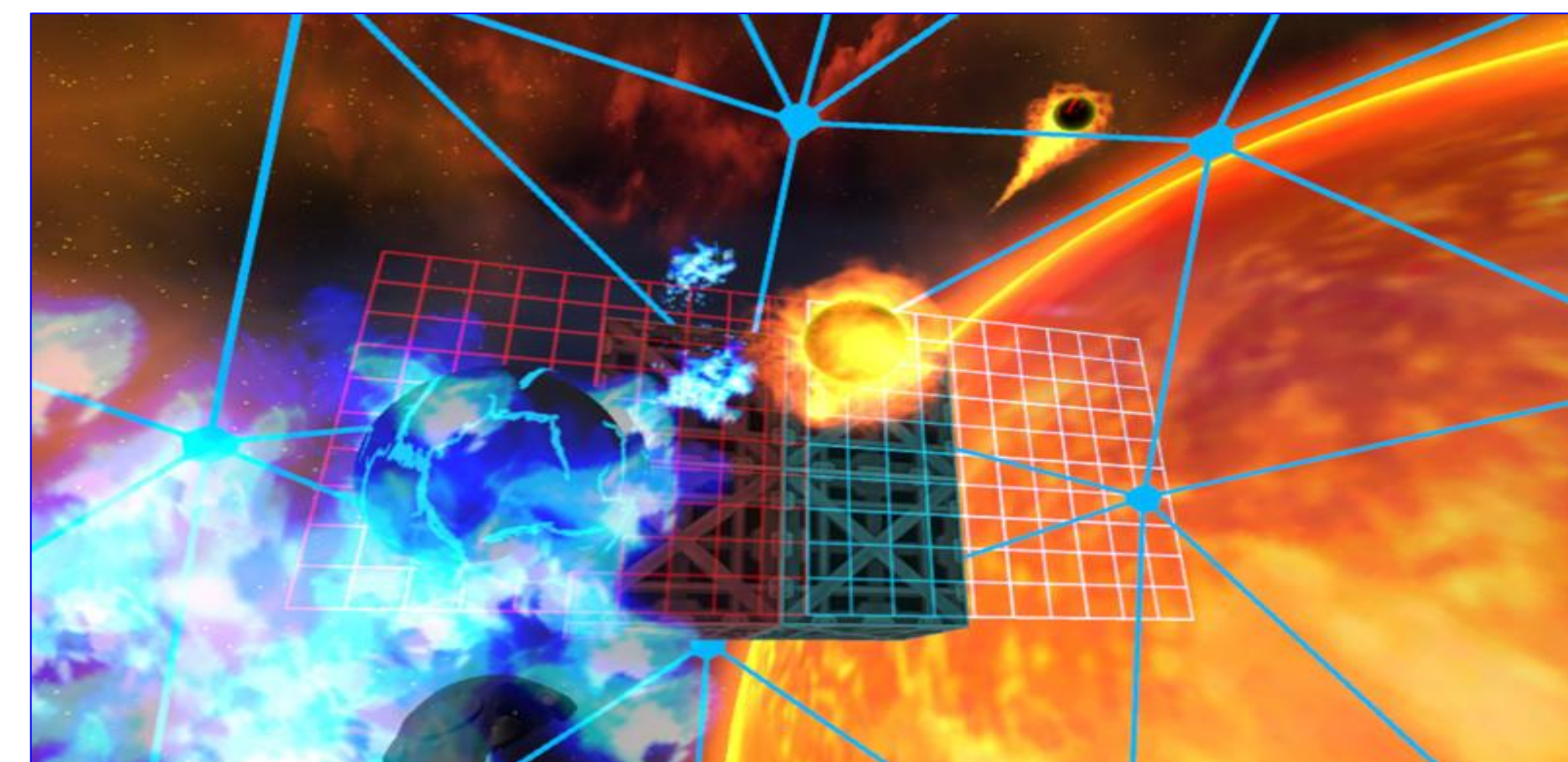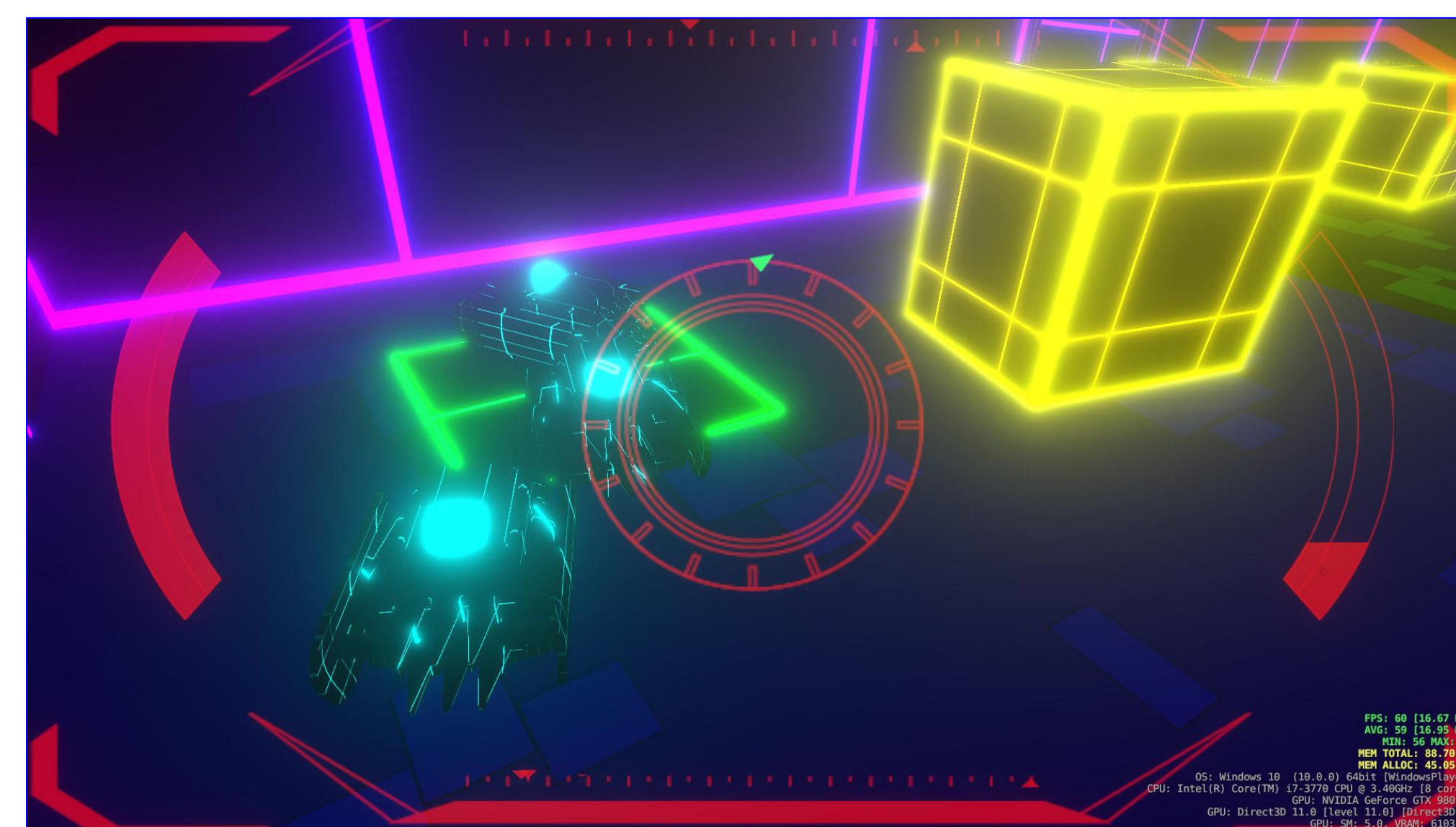

Using Unity Game Engine, I worked in a team of 5 people to create this HTC Vive game. My main task in this project was to create the levels and write some C# scripts that would make the blocks move or have unique attributes. I had to be creative enough to create more than 90 different levels.
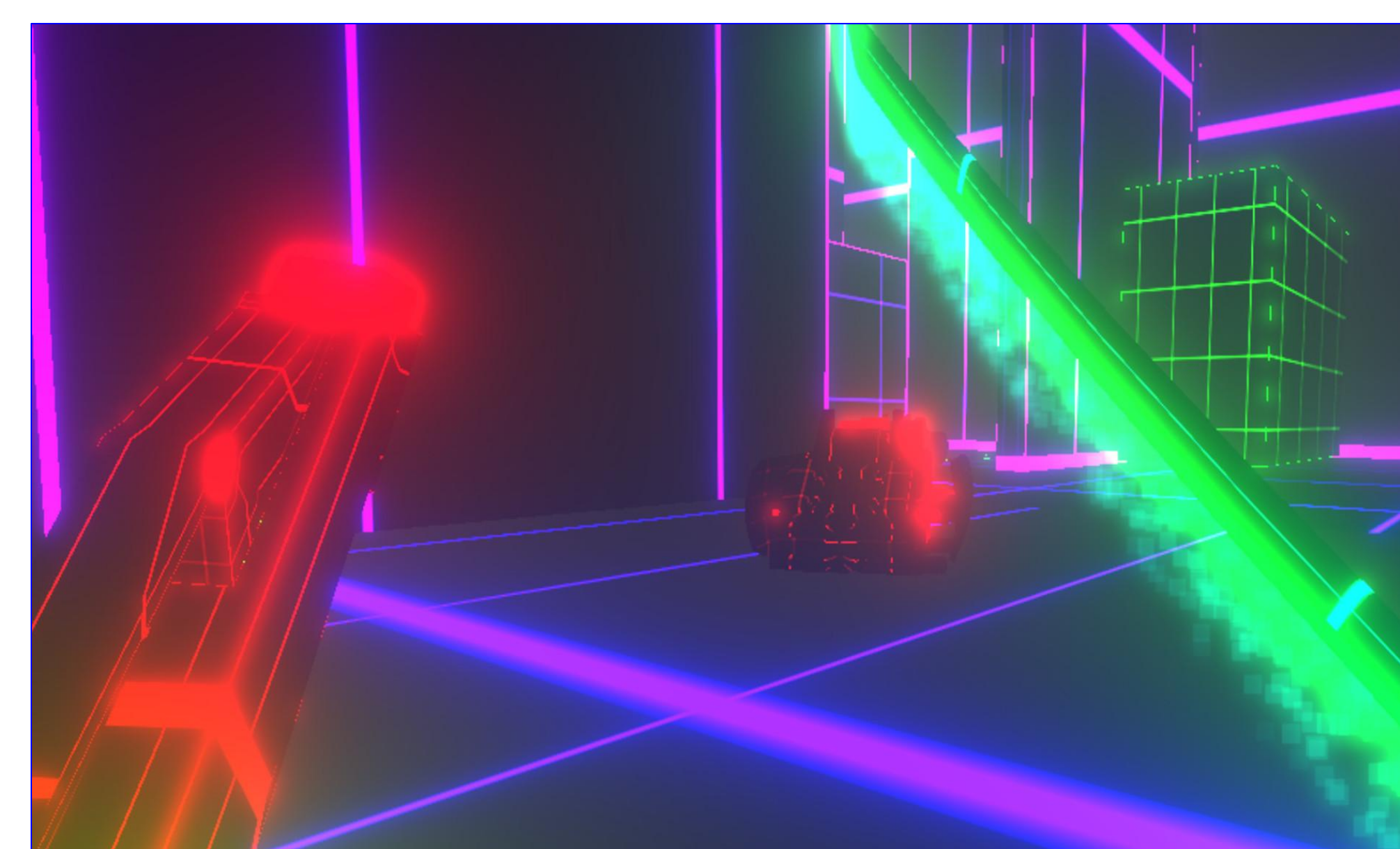

Skills I Learned

- How to push and pull to and from a bitbucket repository.
- How to effectively communicate with my team whenever there were any code conflicts.
- How to write C# scripts in order to code the different behaviors of everything in the game.

BitShift: BattleGrid: A 4v4 multiplayer game where VR and PC players can battle.

Using Unity Game Engine, Photoshop, and Windows Movie Maker, I worked with a team of 6 people to create this one of a kind innovating game. I was in charge of making some of the models from scratch. I managed to build a jet, a tank, and a helicopter that can be playable vehicles. I also coded some tests that would make AI-controlled objects do specified behaviors so that players can play test certain aspects of the game easier.

Skills I Learned

- Learned how to use Photoshop and how to do Model Scrapping in order to create 3D objects in Unity.
- How and When to effectively market a video game through social media and through connections.
- How to program unit tests that will make the game behave in a certain way which facilitated play testing.

UCSD Connection

This was my first internship and I am proud of how well I performed my duties and thankful for such a fun and helpful opportunity. Although I did learn numerous valuable skills, there were aspects of my internship that I already had experience with thanks to my UC San Diego Computer Science education.

New Skills I Learned:

- ❖ How to resolve git conflicts when there were different code versions.
- ❖ Plan and brainstorm in a team.
- ❖ How to write C# scripts in Unity.

Skills Learned at UCSD that helped me:

- ❖ How to push and pull code from git.
- ❖ Ability to meet hard deadlines.
- ❖ How to do pair programming.
- ❖ Asking questions when it's not clear.