

GRANT ROSS

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EDUCATION

The University of Texas at Austin	Bachelor of Engineering	December 2021
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DEVELOPMENT EXPERIENCE

Gun Game – Programming and Code Rebasing (link)	May 2020 – July 2021
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Undertook UI programming and design, multiplayer controller support, and general code refactoring for this 2D Unity project. //describe the project

- Created UI menu scenes with scalable event-based architecture with multi-controller support
- Refactored gameplay code to be more content-scalable and streamlined scalability with custom GUI editor windows
- Developed and released to Steam as part of a 2-person team

EGaDS! Mega Micro-Jam – Code Architecture and Design (link)	October – December 2020
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A collaborative project in which each collaborator made a short game within a Unity Scene that was compiled into a single final product over a weekend.

- Independently designed base game code architecture for the final compiled product
- Developed a scalable system that allowed easy compilation and execution of 24 collaborator submissions
- Organized and led the 2-day virtual event with over 80 participants

Buddi-Bot – Audio Programming (link)	May – August 2020
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Created a scalable and intuitive SFX system for this university-funded 3D Unity project.

- Designed an audio system using scriptable objects and editor scripts to streamline audio integration
- Applied the SCRUM Agile framework throughout development on a 6-student team

Board Game Database Website – HTML and Java	Fall 2020
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- Developed frontend Java-based architecture with HTML for a SQL database website.

LEADERSHIP EXPERIENCE AND ACTIVITIES

Electronic Game Developers Society (EGaDS!) – Main Events Officer	May 2019 – May 2021
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- Responsible for reaching out to industry veterans to give talks at general events
- Planned a UT-based game developer convention where UT students could showcase games and attend developer seminars
- Organized and directed biweekly virtual game developer seminars through Discord

University Boardgame Club – Outreach Officer	May 2019 – May 2021
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- Maintained a fun and safe environment at weekly club meetings for 60+ active members
- Managed tournaments with 20+ participants and resolved interpersonal conflicts between members

ADDITIONAL INFORMATION

Computer Skills: Proficient in Unity and C#. Experience with Java, C++, C, and HTML and PowerPoint.

Interests: Music Composition, Pixel Art.

Work Eligibility: Eligible to work within the U.S. with no restrictions.