# EMILY HORTON

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## SUMMARY

Emily is a professional game developer who creates both exceptional player experiences *and* developer experiences. Adept at game design and gameplay programming. Passionate about pushing the boundaries on design to create impactful experiences. Always aims to deliver high-quality through expertise and iteration. **Seeking a role where both her design and programming skills can shine!**

## WORK HISTORY

**TECHNICAL DESIGNER, UX IS FINE, NOVEMBER 2024 – PRESENT**

- Rapidly implemented new gameplay modes for a mobile board game using Unity and C#
- Integrated Rive plugin to studio's existing Unreal demo project for faster design and dev iterations
- Implemented dietetic menus in Unreal utilizing Blueprints and UMG

**GAME DESIGNER, OXIDE GAMES, JUNE 2022 – NOVEMBER 2024**

- Worked as a System Designer on ARA: History Untold, Published via Xbox Games
- Bridged the gap between historical accuracy and compelling game design across multiple systems
- Iterated on multiple economic systems including crafting, resources, gameplay buffs, and more
- Collaborated with engineers to establish proper execution of the game's rigid buff system.

**PRINCIPLE DESIGNER, MAGIC SPELL STUDIOS, JUNE 2021 – SEPTEMBER 2021**

- Lead a team of five Masters students to develop and iterate on a game project
- Designed a restaurant simulator game promoting social justice through story and mechanics
- Programmed core game systems and interactions using Unity and C#

## AWARDS

**Boiling Over:** Games for Change Student Nomination; RIT Student Games Showcase Best Impact Game
**Gamer Girl:** Games for Change Student Nomination; IndieCade Student Games Nominee

## EDUCATION

**MS GAME DESIGN AND DEVELOPMENT**

Rochester Institute of Technology                    *(Joint BS/MS Program) 2022*

**BS GAME DESIGN AND DEVELOPMENT**

Rochester Institute of Technology                    *(Joint BS/MS Program) 2022*

## SKILLS

**Languages:** C/C++, C#, JavaScript
**Proficiencies:** Unity, Unreal, HTML, CSS, Git, Perforce, Excel, Adobe Creative Suite