

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 diegetic 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 by Xbox Games
- Iterated on multiple economic systems including crafting, resource harvesting, buffs, and more
- Designed data authoring process and built data importing tools with engineering
- Collaborated with engineers to establish proper execution of the game's buff and traits 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