

Robert Bailey

Gameplay Programmer and Level Designer

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Goose Creek, SC, 29445

Projects:

- **ColorCoded:** Color-based logic puzzle game developed using Unity 5.2.0f-6.1f. Worked on player experience, puzzle development, store implementation, and platform porting. **Awards:** Imagine Cup 2017 Semifinalist, RPI Gamesfest 2017 Best UI, MAGIC @ RIT Co-Up Recipient
- **VRoom Project:** Unreal Engine 4.14 VR car combat game developed for the Vive as part of a seven person team. Self-started project, done as an independent study at RIT. Worked as producer and game design lead.
- **Swingy Dinghy:** Global Game Jam 2017 team project. Zen game for 1-2 players. Developed in Unity 5.5.0f. Worked on clouds and collectible integration, as well as gameplay polish.
- **Killing Floor 2 - Arena:** Arena based survival map in the UDK editor, created over 8 weeks as coursework.

Skills:

- Programming Languages: C# (4 yrs), C++ (2yrs), Javascript (3 yrs), Java (3yrs)
- Software: Unity 5.2.0-6.1f, Photoshop 2016, Visual Studios 2015-17, Unreal Engine 4.14, UDK
- Hardware: HTC Vive, Computer building and upgrading, Arduino
- Tool Experience: Bitbucket, SourceTree, GitHub, Gitlab, FileZilla, Eclipse

Experience:

Rochester Institute of Technology, Rochester NY

MAGIC Studios, LLC, Developer May 2017-August 2017

- Worked on further development and refinement of ColorCoded for full-time under MAGIC @ RIT
- Received and incorporated feedback and critique from industry professionals
- Developed playtesting practices, self-accountability, and presentation skills

Resident Assistant August 2015-May 2017

- Worked with supervisors and staff to create a community environment.
- Created engaging events, resolved interpersonal conflicts, and regular reporting to supervisor on hall situations
- Developed conflict mediation, communication, and teamwork skills
- Dynamic and independent person-focused environment

Interactive Games and Media Teaching Assistant - Level Design, August 2016-Present

- Worked under an IGM professor to assist with evaluating and critiquing student projects
- Playtested, analyzed, critiqued, and assisted with games from variety of tools, engines, and platforms
- Sample games: Starcraft 2, Battleblock Theater, Unreal Tournamnet, Mario Maker, Killing Floor 2, Halo 4

Governor's School for Science and Mathematics, Hartsville, SC

Student Assistant for GoSciTech Summer Camp, June-July 2014-2015

- Assistant for multiple (4 a year) weeklong STEM camps for eighth-tenth grade students
- Managed classes, resolved dorm and class conflicts, used tracking software, ran camp activities
- Developed people management, multitasking, adaptability, and communication skills in a team focused environment

Education

Rochester Institute of Technology, Rochester NY

Bachelor/Master of Science dual degree in Game Design and Development. Est. graduation: May 2019

GPA: 3.97, Member of Honors college at RIT 2014-Present.

Relevant courses: Object Oriented programming; Level Design; World Building; Interface Design;

Activities

Humans vs Zombies, a 300+ player weeklong game, volunteer moderator (2014-Present)

Interactive Games and Media volunteer ambassador, 2016-Present

Rochester Wargamer Association and Guild Rudicon volunteer, 2015

Certified Scuba Diver