Robert Bailey

Gameplay Programmer and Level Designer
Portfolio: http://thrownerror.github.io

Email: emailrobertb@gmail.com
Phone: (843) 364-1732
http://www.linkedin.com/in/robBaileyGD

Projects

- **ColorCoded:** Color-based logic puzzle game made in Unity. Focused on puzzle development, microtransaction implementation, new player experience, and porting to mobile. Closed Alpha currently on Google Play and iOS stores.
  Awards: Imagine Cup 2017 Semifinalist, Selected for MAGIC @ RIT Co-Up Funding Best UI Winner: RPI Gamesfest 2017

- **VRoom Project:** VR car combat game developed for the Vive in Unreal Engine, on eight person team. Focused on combining arcade movement feel with VR immersion. Worked as producer and game design lead. Hosted on itch.io.

- **Swingy Dinghy:** Global Game Jam 2017 Unity project. Zen game for 1-2 players. Worked on clouds and collectible integration, as well as gameplay polish and feel. Available for browser play on itch.io.

- **Killing Floor 2 - Arena:** Survival map for Tripwire's "Killing Floor 2," themed around an abandoned sports arena. Developed in the UDK editor over 8 weeks. Hosted on Steam workshop.

Skills

Programming: C# (4yrs), C++ (2yrs), Javascript (3 yrs)

Software: Unity 5.2.0-6.1f, Photoshop 2016-17, Visual Studios 2015-17, Unreal Engine 4.14, UDK (XCOM and KF2 variants), InDesign 2017, Maya 2015

Hardware: HTC Vive, iPad, Android phones

Tools: Bitbucket, SourceTree, GitHub, Gitlab, FileZilla

Experience

MAGIC Spell Studios, LLC
Developer May 2017-Aug 2017
Worked on development and refinment of ColorCoded full-time under MAGIC Spell Studios @ RIT
- Received and incorporated feedback and critique from industry professionals
- Focused on implementation of over 100 additional levels, visual polish passes, porting to new platforms, usability, and improving player satisfaction
- Hosted public playtesting, developed iterative practices and mobile standards. Ended with closed Alpha release

Rochester Institute of Technology, Rochester NY
IGM Teaching Assistant
Level Design, Aug 2016-Present
- Playtested, analyzed, critiqued, and assisted with games from variety of tools, engines, and platforms
- Developed project rubrics and graded student work under supervision of IGM professors
- Provided feedback and critique across various genres and styles of games, including RTS, FPS, and Platformers

Data Structures and Algorithms, Aug 2017-Present
- Worked to help students learn fundamentals of C++, including pointer usage, and memory managmeent, with a focus on game applications.
- Helped tutor students, as well as grade projects and other homework assignments

Resident Assistant Aug 2015-May 2017
- Worked with supervisors and staff to create a safe and welcoming community environment in dormitories
- Designed engaging floor events, mediated interpersonal conflicts, and reported regularly to supervisor
- Independently mediated conflicts across dorm life
- Developed communication and teamwork skills, and worked across ASL language barriers in residents and staff

Education
Rochester Institute of Technology, Rochester NY
Bachelor/Master of Science dual degree in Game Design and Development. Est. Grad: May 2019
GPA: 3.97, Member of Honors college at RIT 2014-Present

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