WES ROCKHOLZ
GAME DEVELOPER

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EXPERIENCE

Secret Door
Game Developer | May 2020 - Current
secretdoorgames.com

Sunderfolk
Led development of Sunderfolk. Wrote some of the first and last lines of code in Unity and helped lead UX/UI design and implementation.

Blizzard Entertainment
Associate Software Engineer | July 2018 - May 2020
blizzard.com

Incubation, Multiple Unreleased Titles
Wore many hats and owned multiple large projects in client, gameplay, UI and tools on multiple incubation projects. Unity expert, some work in C++/C#/python.

Workinman Interactive
Game Developer | October 2016 - May 2018
workinman.com

Little Tikes Smart Checkout
Developed engine, Bluetooth, and native iOS/Android/tvOS bridges as well as gameplay for the Little Tikes Smart Checkout connected toy. Unity/C# with Java/Objective-C native BLE.

Fisher–Price SmartCycle Games
Developed gameplay, Bluetooth API, and native iOS/Android/Fire/tvOS bridges for Fisher-Price Tech City, SpongeBob Deep Sea Exploration, and Barbie Dreamtopia. Unity/C# with Java/Objective-C native BLE.

Otto the Automaton
Led development on in-house build and workflow automation software for pre and post-processing batch builds of Unity games for multiple platforms and clients.

Yes And Games
Co-Founder | August 2014 - October 2016
yesandgames.com

Adventure Guild
Social, mobile MMORPG featuring asynchronous turn-based dungeon crawling. Funded by MAGIC Spell Studios at RIT and Kickstarter. Developed in Unity/C# with a Java server built from the ground up by a team of six.

SKILLS

Game Development
Expert in 2D and 3D game software programming in Unity/C# and C/C++. Production experience programming in Java, Objective-C, Swift, Python, Bash, Haxe, and JS/Node. Your neighborhood Git Wizard. Familiar with several IDEs including Rider, Visual Studio, XCode, Android Studio. Lover of lightweight editors like Code and Atom. Experience in multiple C/C++ compilers including the Visual C++ compiler on Windows and Clang on Mac OS.

Incubation, Prototyping, and Iteration
10+ years of experience working on small game development teams. Flexible and deliverable-driven developer. Optimize for playtests. Strong believer in iteration, communal ideation, and calling imperfect things finished. Active listening, collaboration, and empathy are key skills in the creative process.

Tools & Workflow Automation
The best results come from unlocking everyone on the team. Gameplay comes first but powerful tools and workflows empower the team to make incredible experiences. Experience creating tools and automation for complex game systems on multiple projects.

COMMUNITY

Roc Game Dev
rocgamedev.com

Previously admin and workshop coordinator at Roc Game Dev. Social meetups, jams, collaborative projects, workshopping and more.

EDUCATION

Rochester Institute of Technology
BS, Game Design and Development, December 2015 | 3.98 GPA