

Henry Schaefer game developer

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Game Developer with 5 years experience in professional software and independent game development. Proficient in C# and the Unity game engine with specialization in gameplay programming, UI/UX implementation, and 2D physics.

Game Development WONKWARE / 2018 – present

Independent game studio founded with illustrator Caleb Cutler. We are passionate about satisfying game feel, accessible controls, strong presentation, physics gameplay, and mechanics that are easy to pick up but hard to master. I am the only programmer on our projects.

/ SYGYL (unannounced)

A peggle-like physics puzzler in development for 6 months.

- Utilized Unity's 2D physics engine to produce an entirely physics based puzzle environment.
- Developed a modular, data-driven architecture enabling us to easily modify and procedurally generate levels.
- Developed a runtime level editor allowing us to "hang out" with levels and change them on the fly.
- Utilized NodeCanvas finite state machines for state encapsulation between different menu and gameplay states.
- Collaborated with our artist to utilize Shader Graph to develop most of our art assets.
- Developed a unique alternative to the Line Renderer that utilizes procedural mesh brushes that paint to a render texture.

/ Game Jams

I frequently participate in game jams hosted by the Portland Indie Game Squad. Our games typically revolve around satisfying physics-based character controllers, interesting control schemes, and bespoke frame by frame animations. See henryschaefer.io for a complete portfolio of this work.

- "Bumblebonk" Couch competitive physics battler where players control bees competing for flowers.
- "SmorgasGorge" Scrolling arcade game where players flick food into the mouth of a hungry prince.
- "Bootleg Swamp Stomp" Funkadelic-inspired arcade game where players stomp bootleg records before they reach a DJ.

Work Experience vSpatial / 2018 – 2023

Worked with a small team to develop "The Workspace of the Future" - a multiplatform collaboration and productivity application that enables users to interface with desktop computers in a VR-first environment.

/ Experience

- Collaborated with designers to implement core user interfaces.
- Developed key input systems for a diverse XR environment across multiple headsets.
- Managed a network-driven storefront and implemented Meta (Oculus) in app purchase APIs.

Education

University of Utah

2014 – 2018

B.S. in Computer Science with an emphasis in Entertainment Arts & Engineering.

Skills

/ Unity

Gameplay Programming
2D Character Controllers
2D Physics
Animation Implementation
UI Systems
Custom Editor Scripting

2D Render Pipeline
Scriptable Objects
Shader Graph
NodeCanvas
DOTween
Rewired Input Plugin

/ Software

Visual Studio
Git
SourceTree
Jira
Trello
Obsidian