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# ROSE OTT

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Link: [roseott.dev](http://roseott.dev)

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## SKILLS

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- ♦ Expertise in Unity development
- ♦ Proficient in C# programming
- ♦ Skill with C++ programming
- ♦ Documentation Writing
- ♦ Microsoft Office/Google Suit
- ♦ Github
- ♦ Experience with the following:
  - Probuilder
  - Unity Fmod Integration
  - Unreal
  - Plastic SCM

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## PROJECT EXPERIENCE

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### Dreams of Disquiet

- ♦ Acted as one half of a two person team designing, creating and implementing all aspects of a game
  - Complete dialogue system
  - Unique combat system
  - Unique movement mechanics
  - Infrastructure for saving/loading
  - Infrastructure to handle changing level state
- ♦ Helped maintain, update, and revise the core of the game over a 6 months process
- ♦ Designed and Implemented unique objects that let the player interact with the world around them

### F=MA (Student Project)

- ♦ Acted as the creative lead/main programmer
- ♦ Interfaced with all other disciplines of production (Art, Animation, Sound, etc)
- ♦ Designed and Implemented unique AIs that challenged the player interesting ways
- ♦ Designed and Implemented a custom collision system to handle player and movement at high speeds
- ♦ Designed and Implemented overhead systems to handle tutorial events and level spawning
- ♦ Implemented art, animation, and sound assets into the game

### Snakes?

- ♦ Built and created core gameplay loop over the course of eight hours
- ♦ Refined the core gameplay loop using iterative design principles
- ♦ Created complete game using limited budget for art and sound
- ♦ Published game to HTML 5 using Unity and Web GL

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## WORK HISTORY

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**Theater Technician, Volunteer** (*August 2017 - December 2019*)

**Mosaic Children's Theatre** – Austin, TX

- ♦ Created Props utilizing 3D printing, electrical wiring, mechanical gears, and lighting effects.
- ♦ Managed sound and lighting effects during performances.
- ♦ Supported Stage Manager and Performers by transitioning set pieces and organizing props on cue.

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## EDUCATION

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**Associate of Applied Science in Game Design** – *Austin Community College (August 2021)*