
ROY OTT

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Link: <http://royott.com/>

SKILLS

- ◆ C# scripting
- ◆ Unity Expertise
- ◆ Documentation Writing
- ◆ Experience with Unity Fmod Integration
- ◆ Experience with Probuilder
- ◆ Analytical Thinking Skills
- ◆ Microsoft Office/Google Suit

PROJECT EXPERIENCE

F=MA (Student Project)

- ◆ Acted as the projects creative lead/main programmer which gave me the opportunity to interface 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
- ◆ Used iterative design to refine the core gameplay loop
- ◆ Used limited art and sound assets to create a complete product
- ◆ Learned to build out to Web GL to run in HTML 5

Dungeon World Hacks

- ◆ Worked to design a concept given to me by a third party
- ◆ Critiqued, review, and playtested to refine the experience with the third party
- ◆ Wrote out clear and concise documentation on how the rules of the design worked
- ◆ Designed an experience while being limited to the constraints of a pre-existing game system

WORK HISTORY

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.

EDUCATION

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