ROWAN WARING
rowanwaring.com

CONTACT

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Objective: Seeking a Game Development position with a focus on gameplay programming and systems.

PROFESSIONAL SKILLS

- **Languages/Markup**: C#, JavaScript, HTML5/CSS, C++
- **Libraries/Frameworks**: Node.js, jQuery, Bootstrap, MonoGame/XNA
- **Development Tools**: Unity, Visual Studio, Brackets, Command-line Interfaces
- **Version Control**: Git / Git Bash
- **Project Management Tools**: JIRA, Slack, Trello, Discord, Agile/Scrum Methods
- **Other Software**: Adobe Photoshop, Adobe Premiere Pro, Microsoft Office, Audacity

github.com/theTreeSerok

linkedin.com/in/rowanwaring

@theTreeSerok

WORK EXPERIENCE

INTERACTIVE DEVELOPER
MAGIC Spell Studios • May 2019 - August 2019
- Designed & developed a biochemical industry training simulation with gamified elements using Leap Motion in Unity as part of a contracted, multidisciplinary team utilizing Agile methodologies. Team Size: 5
- Research & development into the implementation of third-party hardware and motion controlled interfaces in Unity.
- Led many aspects of the project design & development direction.

GAME DEVELOPER & COMPOSER
MAGIC Spell Studios • May 2018 - Dec 2018
- Developed and implemented features for *Fragile Equilibrium*, a side-scrolling sci-fi shoot-em-up game, in Unity for Windows and Xbox One as part of a multidisciplinary team. Team Size: 5-9
- Aided in the design & development of gameplay systems and elements.
- Optimized & refactored legacy code within a production-scale codebase.

TEACHING ASSISTANT
Rochester Institute of Technology • Jan 2018 - Present
- Helping teach, debug, and grade student work in Game Development & Algorithmic Problem Solving I and II - C#-centric courses with a focus on the learning and application of various data structures and algorithms for video games.

ADDITIONAL PROJECTS games.rowanwaring.com for more

PLINKO SNEK
Feb 2019 - May 2019
- A mobile game built in Unity for Android and iOS for a class project. Team Size: 4
- Gameplay Programming, VFX, Design, Soundtrack Composition.

GFPPNF (GAMES FOR PEOPLE WITH PHONES AND FRIENDS)
Spring 2018
- Designed and developed a proof-of-concept for a networked mini-game suite of small, casual games in Unity using Photon Unity Networking. Team Size: 5
- Gameplay Programming, Design, Soundtrack Composition.

AURUM KINGS
Oct 2017 - Jun 2018
- A couch-competitive game built in Unity, launched on Steam. Team Size: 2
- Aided in Design, Soundtrack Composition.

QUERYMTG
May 2018
- Utilizes Andrew Backes' *Magic the Gathering* API to get playing card information and visually display returned JSON data in a user-friendly format.
- Created and implemented a Node server with features such as server-side parsing for sorting/organizing results depending on user-provided search flags.
- Previously hosted on Heroku, currently self hosted on personal website. https://querymtg.rowanwaring.com/

EDUCATION

BACHELOR OF SCIENCE IN GAME DESIGN & DEVELOPMENT
Rochester Institute of Technology | Expected Graduation: December 2019