ROWAN WOOD

rowanqueue@gmail.com | 843-277-5758

EXPERIENCE

Software Engineer, TreSensa

New York, NY – 2021

- Designed and implemented features for customizable playable ad games in Javascript

Gameplay Programmer, Petzbeville

New York, NY – 2020-2021

- Designed and implemented core systems like crafting and inventory
- Implemented a MMO server architecture in node.js.
- Handled the build process for iOS and Android.

Game Development Instructor, TEBK

New York, NY – 2018-2020

- Taught children aged 9+ game design and programming in Scratch, Python & Unity
- Performed computer system administration for a catalog of 30+ laptops.

PROJECTS

Lead Designer, yarne

New York, NY — Oct 2020 – Present

- A minimalist puzzle game made in Unity (C#) about creating the sorts of tangled messes that games usually have you tear apart. I did most of the game design, visuals, and programming. The game launched on Steam in April 2021.

Lead Programmer, LIYA

New York, NY – 2019-2020

- A mobile quiz-based game I developed in Unity (C#) with a small team with multiple iterations from prototype to finished product. The game launched on the iOS App Store in December 2020.

Lead Programmer, Piloting Red Rover

New York, NY — Mar 2020 – Dec 2020

- An educational 2D programming game about the new Mars Rover built in Unity (C#) that I developed for the American Museum of Natural History. Worked in a team of 4 as the main programmer and level designer. The game launched on the AMNH Ology site in December 2020.

SKILLS

Unity, Unreal Engine, Ink, and Javascript (including node.js) for programming games.

Git and Trello for teamwork.

Rapid Prototyping and Playtesting for designing games.

Programming: C# (3 years), C++ (2 years), Python/Javascript (6 years)

EDUCATION

New York University – New York, NY, Class of 2020
- Bachelor of the Arts in Game Design