

Robert Bailey

Gameplay Programmer and Level Designer
Portfolio: <http://throwerror.github.io>

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Released Projects

- **HexColored: (Released on Google Play)**
Award winning color-based logic puzzle game made in Unity. Focused on puzzle development, microtransaction implementation, new player experience, and mobile porting.
Awards: Imagine Cup 2017 Semifinalist, MAGIC @ RIT Co-Up 2017 Funding Recipient Best UI Winner: RPI Gamesfest 2017
- **Swingy Dinghy: (Hosted on itch.io)** Global Game Jam (2017) Unity project. Zen game for 1-2 players. Worked on clouds and collectible integration, as well as gameplay polish and feel.
- **KF2 - Arena: (Hosted on Steam Workshop)**
Survival map for Tripwire's "Killing Floor 2," themed around an abandoned sports arena. Developed in the UDK editor over 8 weeks.
- **VRoom: (Hosted on itch.io)** Unreal Engine VR car combat game developed with an eight person team for the Vive. Focused on combining arcade controls with VR immersion. Worked as producer and game design lead.

Skills

Programming: C# (6 yrs), C++ (3 yrs), Javascript (4 yrs)

Software: Unity 5.2.0-2017.2.1, Photoshop 2016-17, Visual Studios 2015-17, Unreal Engine 4.14, UDK (and XCOM/KF2 variants), Google Sheets, InDesign 2017

Hardware: HTC Vive, iPad/iPhone, Android Devices

Tools: Unity Services, Unity IAP, SourceTree, Gitlab, FileZilla, Microsoft Excel

Education

Rochester Institute of Technology, Rochester NY

Bachelor/Master of Science dual degree in Game Design and Development. Est. Grad: May 2019

GPA: 3.97, Member of Honors college at RIT 2014-Present

Activities

Vice President/Co-Designer/Moderator for Humans Vs Zombies @ RIT (2014-Present)

Volunteer Ambassador for RIT's Interactive Games and Media program (2016-Present)

Volunteer for Rochester Wargammer Association and Guild's convention, Rudicon (2015-16)

Certified SCUBA Diver (2013-Present)

Experience

MAGIC Spell Studios, LLC

Developer May 2017-Aug 2017

Worked on development and refinement of HexColored full-time under MAGIC Spell Studios @ RIT

- Received and incorporated feedback and critique from industry professionals and playtest opportunities.
- Focused on implementation of over 100 additional levels, visual polish passes, platform porting, usability, and improving player satisfaction.
- Hosted public playtesting, developed iterative practices and mobile standards. Ended with a closed Alpha release.

Rochester Institute of Technology, Rochester NY

IGM Teaching Assistant Aug 2016- Present

Level Design, Data Structures and Algorithms

- Playtest, analyze, critique, and assist with projects using a variety of games, tools, engines, and platforms.
- Work to help students learn fundamentals of C++, including point usage and memory management.
- Tutor students, develop project rubrics and grade student work under supervision of IGM professors.
- Provide feedback and critique across various genres and styles of games, including RTS, FPS, and Platformers.

IGM Lab Tech Worker Jan 2018-Present

- Assist students in subjects across the IGM curriculum.
- Work to address technical and hardware problems in labs and classrooms.

Resident Assistant Aug 2015-May 2017

- Worked with supervisors and staff to create a safe and welcoming community environment in dormitories.
- Designed engaging floor events, mediated interpersonal conflicts, and reported regularly to supervisor.
- Independently mediated conflicts across dorm life.
- Developed communication and teamwork skills, and worked across ASL language barriers with residents and.