

Erin McAnany

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Objective

Hard working and passionate graduate student seeking to apply my skills in game development, design, and programming.

Education

MASTER OF SCIENCE IN GAME DESIGN AND DEVELOPMENT ROCHESTER INSTITUTE OF TECHNOLOGY | EXPECTED MAY 2019

- GPA: 3.90/4.00

BACHELOR OF SCIENCE IN GAME DESIGN AND DEVELOPMENT ROCHESTER INSTITUTE OF TECHNOLOGY | AUGUST 2014 - MAY 2017

- GPA: 3.60/4.00, Dean's List Fall 2014, Fall 2015, Spring 2016, Fall 2016, and Spring 2017, RIT Presidential Scholarship

Experience

GAMEPLAY PROGRAMMER INTERN

HIGH VOLTAGE SOFTWARE | JUNE 2017 – AUGUST 2017

- Implemented gameplay components in two shipped titles and one unannounced title.
- Utilized Unreal Engine and Unity and programmed in C++ and C#.
- Communicated closely with Lead Programmers, Designers, and content creators.

CODING INSTRUCTOR AND CURRICULUM PLATFORM DEVELOPER ICANCODE | APRIL 2016 – FEBRUARY 2017

- Taught coding skills to children in grades 1-12 during camps, after-school programs, and individual lessons.
- Created and taught lessons focused in Unity, C#, JavaScript, HTML, and CSS.
- Represented the company at marketing events.

Projects

THEY LIVE TO DESTROY – HIGH VOLTAGE SOFTWARE (C++, UNREAL ENGINE)

- Programmed gameplay features and fixed gameplay bugs for an Oculus Gear VR game.

UNANNOUNCED GAME – HIGH VOLTAGE SOFTWARE (C++, UNREAL ENGINE)

- Implemented Facebook integration using Extended Facebook Online Subsystem plugin.

LE VAMP – HIGH VOLTAGE SOFTWARE (C#, UNITY)

- Programmed gameplay and fixed gameplay bugs in porting a mobile game to Facebook Gameroom.

UNFINISHED BUSINESS (C#, UNITY, MAYA) (SPRING 2017)

- Team leader of a production studio group of five that developed a 3D first person narrative game.
- Programmed gameplay and menus, designed narrative and levels.
- Assigned weekly milestones and tasks to teammates, met weekly with the professor to report progress.

DYNAMIC DASH & BOMBS AWAY (C#, UNITY) (FALL 2016)

- Worked in a team of five to design and develop a 2D 2-player platformer game and a 2D puzzle game.

Skills & Abilities

- **LANGUAGES:** C++, C#, Java, HTML, CSS, and JavaScript.
- **APPLICATIONS:** Visual Studio, Unity, Unreal Engine, SourceTree, TortoiseSVN, Maya, Adobe Photoshop, Adobe Illustrator, and Microsoft Office.
- **LEADERSHIP:** RIT Cosplay Troupe Vice President (August 2016 – Present): Worked in a team of six to plan weekly meetings and club events. Organized 3 live stage performances and 2 conventions with over 400 attendees each.