



Gameplay Programmer | www.rebeccasward.me
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REBECCA S. WARD

LANGUAGES

C++
C#
Java
DirectX/HLSL
XML
HTML
PHP
Javascript

SOFTWARE

Visual Studio 2015
Unity 5
Unreal 4
Perforce
Git
Jira
Office Suite
Photoshop

SKILLS

Software Engineering
VR Development
Unreal Blueprint
Procedural Generation
Linear Algebra
Object-Oriented Design
Data Structures
Agile Development
UI Programming
Unreal Networking
Unreal Behavior Trees
Utility Artificial
Intelligence

EXPERIENCE

My Voice My Choice (Graduate Student Intern) **3 Months, 2016**

- Learned how to use, setup, and build applications for the Oculus Rift through Unity 5.
- Added backend functionality for a female aggressor such as adding keys for the actors to execute specific animations on the character.
- Enabled new options from the main menu for the executors of the experiment to decide on the environment for the gameplay.

TEAM PROJECTS

Lost in the dark (Terror, PC) Unreal Engine 4 **6 Months, 2017**

Programmer – 17 Developers (1 of 4 Programmers)

- Designed the Artificial Intelligence using Unreal's Behavior Tree System.
- Organized the Streaming Level Volumes for Dynamic Level Loading.
- Created the Animation Tree for the Artificial Intelligence.

Auxilium (First Person Shooter, PC) Unreal Engine 4 **4 Months, 2017**

Programmer – 50 Developers (1 of 13 Programmers)

- Shaped the Menu System for the Lobby, Main Menu, Host Match, Join Match, Loading Screen, and Exit Menu.
- Collaborated with another programmer for the game's overall networking structure.

Knightly Burden (Real-Time Strategy, Android) Unity 5 **3 Months, 2016**

Team Lead, Producer and Programmer – 5 Developers (1 of 5 Programmers)

- Implemented the healing system for the player's characters.
- Built the system for killing the enemy artificial intelligence.
- Constructed the spawning system for new resources to spawn in the world.

INDIVIDUAL PROJECTS

Utility AI Thesis (Simulation, PC) Personal Engine **8 Months, 2018**

- Create from scratch including Data-Driven Resources and the Utility Artificial Intelligences.
- Handled interactions between the Artificial Intelligence Agents.

Roguelike (Puzzle, PC) Personal Engine **2 Months, 2017**

- Developed a Data-Driven System to generate maps, actors, items based on XML.
- Designed Artificial Intelligence Behaviors and an Inventory System.

Asteroids (Arcade, PC) Personal Engine **2 Months, 2017**

- Implemented a combat system and health system.
- Made seeking missiles and artificial intelligence agents.

EDUCATION

SMU Guildhall **May 2018**

Masters of Interactive Technology, Specialization in Software Development

SMU (Southern Methodist University) **May 2016**

Bachelors of Science in Computer Science, Concentration in Game Design