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| |  | | --- | |  |   **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 | Gameplay Programmer | [www.rebeccasward.me](http://www.rebeccasward.me) [rebecca@thewardfamily.net](mailto:rebecca@thewardfamily.net) | 713-259-9864 Rebecca S. WardEXPERIENCEMy Voice My Choice (Graduate Student Intern) 3 Months, 2016Learned 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 ProjectsLost in the dark (Terror, PC) Unreal Engine 4 6 Months, 2017Programmer – 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, 2017Programmer – 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 ProjectsUtility 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 |