

Autumn Wright (legal: John Wright)

(919) 448-6629 | jmw2423@rit.edu | [linkedin.com/in/jmw2423](https://www.linkedin.com/in/jmw2423) | [Portfolio](#)

Objective

Seeking a game dev position employing my skills in the Unity and Unreal game engines, C#, C++, Python, Java and other object-oriented programming languages. Available August 2023.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design & Development

GPA: 3.4

August 2023

Skills

Programming Languages: C#, C++, Python, MATLAB, Java, JavaScript, HTML/CSS, Dart

Tools: Unity, Unreal, GitHub, GameMaker Studio, MonoGame, Maya, DirectX, Flutter, MongoDB, Neo4j

Relevant Coursework: Foundations of Game Graphics Programming, 3D Animation and Asset Production, Multi-platform Media App Development, Data Structures & Algorithms for Games & Simulations, Introduction to AI

Projects

Grapple Gaiden – 2D Action-Platformer

February – May 2020

- Developed a 2D action-platformer with C# in MonoGame where players traverse levels with a grappling hook by flinging themselves off enemies and grapple points. Served as Design Manager for the semester-long project in a team of five.
- Designed and implemented player movement system with multiple advanced traversal options, grapple point variants, static hazards, and the high score system. Designed levels 3-5 of the campaign with the in-game level editor.

Shade Walk – Top-down Stealth Game

November – December 2021

- Created a top-down stealth game in Unity with C# where the player must use spells to sneak by guards and collect clues. Acted as mechanics lead, gameplay programmer, and GitHub manager of the five-person team involved in development.
- Designed the spell-casting state machine, invisibility spell, enemy waypoint system, UI implementation, and all five of the game's levels. Also handled bug fixes and game polish as well as oversaw GitHub merges and version control.

"Dead by Daylight" – 3D Unity Scene

October – December 2020

- Recreated the "basement" area from the game Dead by Daylight as an explorable Unity scene
- Modeled and unwrapped the meshes in Autodesk Maya and textured them in Adobe Photoshop

rEDH (random Elder Dragon Highlander) – Interactive Website

September – October 2021

- Developed a website with HTML/CSS + JavaScript to randomly generate Commander-legal, Magic: The Gathering decks
- Employed chained fetch requests to the Scryfall API to retrieve card images and data in JSON format
- Designed the website's front-end using the Bulma CSS framework and self-templated Web Components

Work Experience

Software Engineer Intern, NetApp – Research Triangle Park, NC

Summer 2022

- Developed a C++ diagnostics suite for collecting network drive performance data for use by the cloud based OS.
- Developed an anomaly detection program for network drive performance utilizing Python and the PyCaret library.

Online Instructor, iD Tech – Remote

Summer 2021

- Taught the foundations of 3D game development to groups of students (ages 9-12) utilizing the Roblox Engine.
- Introduced students to basic programming concepts through Lua scripting.

Software Engineer Intern, Cisco Systems – Research Triangle Park, NC

Summers 2017, 2018, 2019, 2020

Automated DRAM Analysis

- Created a Python class structure to automate DRAM EyeScan post-route simulation results and plot for analysis.
- Implemented methods to export the data as reloadable pickle files or as a readable HTML report.

SiCAD (Signal Integrity CAD)

- Developed an automated PCB padstack analysis tool in MATLAB. Implemented functions to ensure design integrity, specifically the calculation of breakout symmetry, overlapping routes, and dual-tracked routes.
- Created a MATLAB function to maintain a MySQL part database validated against the latest data from multiple manufacturers.

S-parameter Tool

- Developed a comprehensive MATLAB tool to efficiently view and analyze scattering-parameters for a variety of PCB designs.

Leadership

Boy Scouts of America – Eagle Scout

- Eagle Project – October 2016
- National Youth Leadership Training – 2015
- Order of the Arrow – Inducted 2014
- Patrol Leader – Recurring