



## Emily Zeh

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<https://people.rit.edu/eiz4178/portfolio/>

### EDUCATION:

**Rochester Institute of Technology (RIT)**

B.S. Game Design and Development

Minor: Digital Literatures and Comparative

Rochester, NY

Magna Cum Laude

Media Dean's List, RIT Founders Scholarship Recipient

### SKILLS:

**Programming Languages:** C#, C++, HTML, CSS, JavaScript, React

**Development Software:** Visual Studio, Visual Studio Code, Unity, Unreal, Git, FMod

**Design/Documentation Software:** Photoshop, Illustrator, Microsoft Word, Google Docs and Drive

### PROJECTS:

**UpRooted (Personal/Academic/Work) Team of 8** January 2021 – Current

- Creating on a 2D adventure game with two characters and follow AI
- Working as a designer on a team of eight focused on enemy and level design and implementation
- Designed and implemented eight enemies and two levels, including two bosses
- Wrote detailed documentation describing enemy patterns, implementation, and design direction and intention
- Published Demo on Steam in Fall 2022

**The Lawn Con (Academic) Team of 5** January 2021 – 10 Week Span

- Top-Down simulation game created in a team of 5 over 5 weeks, then worked solo on audio
- Created in Unity, and all audio was imported through Fmod
- Programmed all actions and day cycle then mixed audio
- Intended to teach the player about how to maintain a lawn whilst helping the environment

**Showdown in the House of Blue Beats (Academic) Team of 4** January 2021 – 5 Week Span

- Developed a three-part rhythm game based on the film *Kill Bill Vol. 1*
- Worked in a four-person group with an emphasis on rapid prototyping
- Focused on integrating soundtrack and coding rhythm and beat timings
- Created in Unity and contains over ten minutes of polished gameplay

### WORK EXPERIENCE:

**Game Programmer/Designer** *Magic Spell Studios - UpRooted (Rochester, NY)* January 2022 – 5 Month Span

- Designed and implemented two levels and seven different enemy types
- Programmed and updated three attacks for the player
- Implemented multiple art assets and dabbled in tech art
- Attended biweekly meetings with Rockstar Games professionals to gather feedback and discuss progress

**Game Design Intern** *Ubisoft – Rocksmith+ (San Francisco, CA)* July 2022 – 3 Month Span

- Created paper design documents and led brainstorming sessions
- Designed and prototyped potential future features
- Executed prototypes in-engine using proprietary software
- Worked with a team in multiple time zones while balancing schoolwork

**QA Intern** *Carrier/LeneIS2 – (Pittsford, NY)* January 2020 – 6 Month Span

- Researched different automation testing tools and pitched the selected one for company use
- Created over 30 autonomous tests for professionally designed software
- Taught other professionals to use the testing software and kept detailed teaching documentation
- Communicated with international teams on the uses, creation, and testing of new testing programs

### CLUBS/HOBBIES/VOLUNTEERING ACTIVITIES:

- 14+ years of music education in a school orchestra playing the Viola with 2 years as Viola Section Leader
- Attended a Game Jam and worked in a team of 4 to publish a game within 48 hours