Katie Donnelly
www.kat.ninja

www.katninja | Los Angeles
kdonnelly@kat.ninja | (424)216-1860

JUNIOR GAMEPLAY PROGRAMMER

I am looking for a game engineer position where I can bring my experience and passion for gameplay to life. I find creating a unique experience that players can become fully immersed in as rewarding as playing a game myself. I am comfortable collaborating with all members of my team, and working within an agile development pipeline, to accomplish all tasks no matter how big or small.

TECHNICAL SKILLS

▪ C#	▪ Gameplay	▪ Unity
▪ C++	▪ User Interfaces	▪ Visual Studio
▪ 3D Math	▪ Agile Development	▪ Git

PROFESSIONAL EXPERIENCE

Trigger Global   10/2016 – 11/2016

Contract Unity Developer
- Rapid prototyping for a demo using the HTC Vive, including environment and UI set up, animation transitions using Mecanim and gameplay logic with multiple character spawning points

Human-Engine LLC   08/2015 – 12/2015

Programmer
- Developed an in-store demo showcasing the unique capabilities of the Intel® RealSense™ Camera
- Worked mostly independently on coding tasks and collaborated with our artist when updating model and UI assets

GameDesk   04/2014 – 12/2014

Intern Programmer
- Worked closely with lead artist and designer on UI design and game functionality
- Collaborated with engineers to implement and debug various gameplay elements

PROJECTS

Intel® RealSense™ In-Store Experience

Human-Engine
- Imbedded a real-time video feed utilizing the camera for an interactive in-app tutorial section
- Used Mecanim in Unity to set up animation transitions to flow smoothly through multiple scenes and UI canvas transitions

Warp Driver

GameDesk
- Space golf game targeted to teach physics at a high school level, created in Unity
- Implemented in game replay sports camera with options for several different view points

Marvel's Avengers S.T.A.T.I.O.N. App

GameDesk
- Created reward moments that triggered UI changes and activated effects, set up various UI elements and events
- Finished final testing phase, providing necessary debugging and polish, for an Android tablet app in Unity

EDUCATION

The Art Institute of California – Los Angeles   12/2014
Bachelors of Science – Game Programming