



# Emily Rizzo

## Gameplay Programmer

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### SOFTWARE

Unity Engine  
Unreal Engine 4  
Visual Studio  
Git  
Perforce  
Hansoft  
Photoshop

### LANGUAGES

C++  
C#  
OpenGL4.2/GLSL  
XML  
JSON  
HTML/CSS  
Python  
Lua  
Java

### SKILLS

Software Engineering  
Agile Development  
Data-Driven Development  
Procedural Generation  
User Interface  
System Design  
Tools Design  
Data Structures  
Team Management  
Cross-team Communication

### SHIPPED TITLES

#### MINECRAFT, MINECRAFT: EARTH

18 MONTHS, 2020

*Generalist Engineer – Mojang – Bedrock Engine*

- Character Creator
  - Helped implement system and UI for a new character creator in both Minecraft: Bedrock Edition and Minecraft: Earth
  - Explored technical limitations of new features for character creator
- Mobs
  - Worked closely with encounter and mob designers to implement new mobs in Minecraft: Earth
  - Expanded existing mob framework to be more designer-friendly

#### LA RANA

5 MONTHS, 2018

*Lead Software Developer – Team of 14 - Unreal Engine 4*

- Sprint planned and negotiated deliverables for software development team
- Planned and documented major game systems, including audio, user interface, player movement, level streaming, and puzzle elements
- Created builds as standalone executables, PS4 builds, and Steam build uploads
- Implemented all in-game UI and menus

### INDIVIDUAL PROJECTS

#### PERSONAL ENGINE

2 YEARS, 2019

*C++, OpenGL 4.2*

- Personal development engine with 2D and 3D rendering framework, input, audio, and UI systems, as well as profiling tools and a developer console.

#### ROGUELIKE STUDY

5 MONTHS, 2019

*C++, Personal Engine*

- 2D top-down roguelike with procedurally generated maps, quests, and non-player characters

#### MINECRAFT CLONE

3 MONTHS, 2019

*C++, Personal Engine*

- Infinite, persistent voxel world with placing/digging blocks, lighting, day/night cycle, and save loading.

### EDUCATION

#### GUILDHALL AT SMU *Plano, Texas*

2017-2019

Masters of Interactive Technology, Programming Specialization

#### OBERLIN COLLEGE *Oberlin, Ohio*

2012-2016

Bachelor of Arts, Computer science