Katherine Harrison

katharrison.ismakinggames.com
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Education

Rochester Institute of Technology | 8/2014 - 6/2018
BS in Game Design and Development, 3.8 GPA
RIT Presidential Scholarship, Dean's List All Semesters, *Summa Cum Laude*

Awards

GloomBox
3rd Place Winner at Rensselaer GameFest 2017

Scare Tactics
2nd Place Winner at Rensselaer GameFest 2016

Skills

Languages
C#, Java, JavaScript, Swift, SQL, HTML & CSS, XAML, C++, HLSL, Python

Tools and Frameworks
Git, SVN, Unity, Visual Studio, Eclipse, Jira, Trello, MonoGame, Photoshop, Maya, Blender, DirectX 11, SourceTree

Soft Skills
Time management, adaptability to change, ability to communicate technical ideas to a non technical audience, experience working with interdisciplinary teams, self-driven

Projects

CryptoCam | Personal Project | 2017 - Ongoing
3D first person photography game in Unity where the player must lure out and document cryptids lurking in the woods. Solo project. Unity and C#. @CryptoCamGame on Instagram and Twitter
Play the demo at tinyurl.com/cryptocamdemo
See more projects at katherineharrison.ismakinggames.com

Experience

Mobile Game Engineer | PuzzleNation, Remote | 4/2022 – current
Programmer and designer for Daily POP Puzzles, a live game on Android and iOS launched in August 2023. Responsibilities include building architecture, planning and implementing new features and systems, and identifying and resolving issues in Unity with C#. Additional support and maintenance for existing live apps Daily POP Crosswords and Penny Dell Crosswords.

Gameplay Engineer, Gameplay Engineer II | PerBlue, Remote | 4/2021 – 4/2022
Engine developer for Disney Heroes, a live game on Android and iOS. Responsible for working within an existing libGDX engine to implement new characters in the game from start to finish. Worked closely with Art and Design to ensure implementation matched intent, answered questions about engine functionality. Provided additional debugging for preexisting characters and tooling; identified areas of code for improvement.

Lead Programmer | MassDiGI XP Program, Remote | 1/2021 – 4/2021
Lead programmer on a small team of recent graduates creating a mobile card game about a cooking competition between cute animals in chef hats. Made key decisions about code architecture, organized programming tasks, made key design decisions, implemented gameplay and UI functionality in Unity with C#.

Software Engineer | WorldStrides, Remote | 11/2019 – 4/2020
Full Stack developer, implemented new features and built on existing features for various .NET web applications using C#, SQL, and JS. Additional responsibilities included IT support and data management.

Software Engineer | OpenPath Products, Annapolis | 4/2019 – 10/2019
Frontend developer for a WPF app on Windows 10 tablet. Implemented UI and functionality in XAML and C#, as well as some database management in SQL. Main developer on iOS app built with Swift that read content from a JSON file; experience with building an app top to bottom, project management, and communication between teams and client. UI/UX developer on a HoloLens AR project built with C# and Unity

Game Developer Intern | Dig-It! Games, Bethesda | 9/2017 – 11/2017
Worked on a variety of tasks including prototyping, level design, implementing functionality, and debugging for a variety of projects built in Unity with C#.