

# Richard Rattner

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## Technical/Relevant Skills

- Programming: C#, C++, C, Java, Unreal Blueprints
- Web Development: HTML5, CSS3, Javascript, MySQL, PHP
- Image Manipulation: Adobe Photoshop, Illustrator, InDesign, Edge Animate
- Game Creation Software: Unity, Unreal, Twine
- Designing Games Across a Variety of Game Genres
  - Geo-Location Narrative, Casual Local Multiplayer, 2D Action Platformer, Branching Narrative Text Adventure, 3D Platformer
- Game Design Document Creation
- Microsoft Office Suite
- 3D Modeling and Animation: Autodesk Maya and 3DSMax
- Creative Writing

Additional Skills: Instruction of Special Needs Students, Instruction of those learning English

## Employment

Contract Unity Developer Curious learnwithcurious.com Jul 2022 – Present	Working as a Unity Developer on a project with Curious. Initially hired to make changes to a minigame that was already in development as its sole Unity developer. Completed initial work to Curious's satisfaction, and contract was renewed for several further iterations of the minigame. <ul style="list-style-type: none"><li>• <u>Game Software Use</u>: Used Unity and Visual Studio Code to iterate on the game.</li><li>• <u>Iteration on Others' Work</u>: Learned and used existing code and Unity work created by the previous developer, avoiding remaking elements wherever it wasn't necessary.</li><li>• <u>Followed Established Design</u>: Worked on each iteration of the design according to the specification provided in the design documents.</li><li>• <u>Multidisciplinary Development</u>: Handled implementation of the minigame as well as contributing (at Curious's request) to discussions regarding game design and game art. Also created some art assets for the game while the studio was between artists.</li></ul>
Freelance Artist Jun 2021 – Aug 2021	Collaborated with a client in a three-stage process to develop art for the front cover, back cover, and spine of their book. <ul style="list-style-type: none"><li>• <u>Software Use</u>: Used Adobe Photoshop to create the cover art images.</li><li>• <u>Collaborative Design</u>: Worked with the client to make work that fit their needs, prototyping four different designs, iterating on the design they chose to move forward with, and then creating a polished final version of that new iteration.</li><li>• <u>Technical Document Drafting</u>: Created a contract to establish clarity as to what was expected, what was being provided, and the timeline in which it would take place.</li></ul>
Technical Editor Moon Valley Software Jun 2015 – Aug 2015	Responsibilities included management of client social media presence and obtaining permissions to modify that presence when the company did not already have it. <ul style="list-style-type: none"><li>• <u>Usage of proprietary tools</u>: Used proprietary company software organizing relevant client information and content, which editors would use to make sure client social media pages had all desired information and content, and to update them if they did not.</li><li>• <u>Client interaction</u>: Contacted clients over the phone when the company did not have access to the social media pages it was supposed to. This included interacting with frustrated clients and maintaining demeanor.</li></ul>
Research Assistant Dr. Mariette Rattner Jun 2014 – Aug 2014	Aided in the data analysis for a mixed methods study by organizing data for the researcher's use. <ul style="list-style-type: none"><li>• <u>Data Organization / Management</u>: Coded and organized qualitative data to permit statistical analysis.</li></ul>

## Education

Mesa College	Aug 2022 – Present
Certificate (In Progress)	Web Development
Goldsmiths College	October 2018 – September 2019
MA	Independent Games and Playable Experience Design
California Polytechnic State University San Luis Obispo	September 2011 – June 2016
BA	Liberal Arts and Engineering Studies (Focuses in Computer Science and Digital Art)

## Game Development Projects

Curious Game (Unannounced) Jul 2022 – Present Contractor for Curious	Iterated on previous Unity developer’s work to make the game fit the studio’s vision. Did this several times for several different iterations.  Roles: Unity Development, C# Programming, Game Design (feedback), Art Asset Creation, Art Design (feedback),
Fast and The Furiest: Now It’s Purrsonal 18 – 20 October, 2019 Team Project (EGX Jam) Jan 2020 – Jan 2022 Solo Project	Game consists of two players “racing,” cats, by putting various obstacles and speed boosts on the race track to hinder the opponent’s cat and speed up their own. The game was developed in Unity in 2d and is available on the linked Itch.io page.  Roles: Game Design, Design Documentation, Unity Development, C# Programming
Bad Hair Day (WIP) Jun 2019 – Present Solo Project	Work In Progress: A Unity 2d action-platformer with metroidvania influences. Emphasis placed on its combat and dialogue systems, which are designed to strike a balance between fun action gameplay and an empathetic narrative. Roles: Game Design, C# Programming, Creative Writing, Unity Development, UI Design
The Presence Mar 2019 – Apr 2019 Duo Project	A geo-location cooperative AR meditative role-play mobile game, where players act as characters from an apocalyptic future that briefly time travel back to the present day, which allows them brief windows of communication. NOTE: Project is currently on hold, as the other member of the duo had to deal with health issues. Roles: Game Design, Creative Writing, Location Scouting
Whoops! (WIP) Mar 2019 – Apr 2019 (current build) Solo Project	Work In Progress: A Twine branching choice narrative text game where each path leads to a different catastrophic world-altering event. Written in a light tone with a cynical sense of humor. Early demo available on Itch.io page. Roles: Game Design, Creative Writing, Twine Development
It Could Have Been Different Nov 2018 – Jan 2019 Solo Project	A Twine branching choice narrative text game where the player character obsesses over an unfortunate night with a friend. Written in a heavy and serious tone, mechanically intended to simulate guilt, grief, and overthinking. Available on Itch.io page. Roles: Game Design, Creative Writing, Twine Development
Tin Run Dec 2016 Solo Project	A first person 3d platformer where the player traverses a corridor filled with a series of traps and obstacles as a wall of flame slowly approaches from behind. Designed to walk the line between challenging and approachable. Roles: Game Design, Unity Development, C# Programming
The Elder Scrolls V: Skyrim Stamina Combat Overhaul Mod Jan 2016 – Jun 2016 Solo Project	A mod for Skyrim developed using The Elder Scrolls Creation Kit and its proprietary scripting language Papyrus to make the game’s combat more strategic and engaging. Incorporates design ideas from the stamina system in Dark Souls and adjusts them to work within Skyrim without disrupting the game’s flow or mechanics. Roles: Game Design, Game Design Analysis, Creation Kit Development, Papyrus Scripting