

# HEATHER ARBITER

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## PORTFOLIO

[www.heatherarbiter.com](http://www.heatherarbiter.com) Samples of game demos, design documents and coursework.

## ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY – 2008-PRESENT

### Master of Science Course work

#### *Game Design and Development (expected May 2010)*

Completed numerous projects including full demos and several additional design documents (see portfolio). Majority of work completed in teams. Experience with design, programming and asset creation. Instrumental in documentation, balance, testing and gameplay refinement on projects.

### Revenge of the Duzzles 2D Game Demo

Top-down shooter about a maid combating flying dust. Programmed significant portions of gameplay including scoring, shooting and enemy spawning. Lead design sessions and authored design document. Responsible for testing and subsequent refinement. Coordinated with composer to tune music to desired feel for the game. Produced in ten weeks in a four-person group with DirectX10 in C++.

### Shelf Life 3D Game Demo

Platformer about a gnome who lives in a refrigerator and must arrange and stack food to navigate and prevent it from spoiling. Programmed significant portions of gameplay including scoring and world population. Responsible for testing and subsequent refinement. Authored design document and modeled several objects in world. Produced in ten weeks in a four-person group with DirectX10 in C++.

### Independent Study HeatherWiki

Designed and a developed a system for using MediaWiki for design documentation and building design documents. Augmented with software mods in PHP with SQL to automate document building and organization. System used successfully by others in both education and industry.

### Graduate Assistant Preserving Virtual Worlds project

Worked with emulators and examined old platforms. Defined testing parameters for data to gather on emulators. Collected, organized and documented results.

## STONY BROOK UNIVERSITY, STONY BROOK, NY – 2004-2008

### Bachelor of Science Coursework

#### *Computer Science (Honors) with Game Design specialization*

Created various game demos both solo and in groups in C++ and Torque.

### Senior Project Spellcraft

Created an educational game demo using Torque Game Engine. Examined the viability of creating an MMO to teach upper-level vocabulary. Designed techniques for integrating the vocabulary training into multiple aspects of gameplay. Lead the asset creation team and managed the art pipeline.

### Activities

Women in Science and Engineering (WISE) honors program. Designed and conducted educational programs in residence hall.

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## PROFICIENCIES

<u>Languages</u>	C#, C++, C, TorqueScript, PHP, Java, HTML, CSS, SQL, XML, Wikitext, Prolog, Processing.
<u>APIs</u>	DirectX 9/10, XNA, OpenGL, MediaWiki, Java Wiki Bot Framework, TinyXML.
<u>Asset Creation</u>	Maya, Blender, Bryce 5, Adobe Creative Suite.
<u>Torque Game Engine</u>	Coursework and industry experience. Scripting in TorqueScript and modding the engine in C++. Extensive work in transferring assets from artists into engine.

## WORK EXPERIENCE

<b>Programmer/Scripter</b> Forever Interactive Summer 2009	Worked on upcoming RPG title in Torque. Scripted elements of system to do vast visual changes in world without reloading levels. Worked with designers, programmers, and artists. Managed studio wikis.
<b>Sysop/Bureaucrat</b> GuildWiki 2007-2009	Appointed administrator of game wiki by earning trust and respect of community. Participated in discussions of policy, formatting and content. Extensive experience with MediaWiki, Wikitext, and community management.
<b>Conference Associate</b> GDC March 2009	Assisted in sessions. Checked badges, distributed surveys, and ensured that attendees had a positive experience at GDC.
<b>Intern</b> Active Web Group Summer 2007	Web and graphic design with Dreamweaver and Photoshop. Created templates for email offers. Utilized various web design techniques. Generated content and sections of various websites including www.smithtownrestaurants.com.
<b>Office Assistant</b> Sana Plumbing Corp Summers 2002-08	Reception and word-processing. Instituted system for computerizing manual bookkeeping system. Assisted with moving existing manual records to computer.
<b>Intern</b> Citigroup January 2006	Diagrammed stages of development for new automated report generation process. Learned about software development in the financial industry. Experienced working in a large, corporate IT environment.
<b>Intern</b> Creative Image Co. Summer 2005	Created system for media archiving and filing. Trained others in organizational efficiency. Learned principles of marketing and advertising.

*Additional information including portfolio available at [www.heatherarbiter.com](http://www.heatherarbiter.com)*