Billy Katz

Game Developer | wfk.391@gmail.com | (203) 906 6967 | Game Porfolio | Seattle, WA

GAME DEVELOPMENT AND ENGINEERING EXPERIENCE

Good Luck Games | C# Software Engineer | Seattle, WA   June 2022 to June 2023
Storybook Brawl is available on Steam: https://store.steampowered.com/app/1367020/Storybook_Brawl/

- Partnered with Art to design a modular VFX library and migrated all existing VFX to use this new system
- Separated existing complex VFX into generic modular components and created new VFX using those components
- Implemented custom playable clips using Timeline API to provide more artistic control over projectiles
- Built in-game news feature and a tool to allow designers to preview news in Unity3D with C#
- Used the MVC pattern to develop the emote selection UX

Hourglass Escapes | Technical Producer | Seattle, WA   January 2022 to June 2022
Road to Innsmouth is available for purchase: https://shop.asmodee.com/the-road-to-innsmouth-deluxe-edition-hge--ah01--en

- Worked with 3D artists to establish pipeline to capture scenes in Unity and deliver to web gaming platform
- Created and maintained the documentation for a digital game with 42 pages, 10 environments and 30 unique puzzles
- Proactively identified gaps in our puzzle design and offered solutions that were cost and time effective
- Playtested builds, documented bugs and collaborated with developers to verify fixes
- Led weekly meetings to identify blockers and make sure the team hit milestones

BattleTech Tactical Companion | Consultant | *Seattle, WA*   November 2021 to December 2021
- Provided guidance for the implementation and testing of iOS In-App Purchases

Amazon Photos | Software Development Engineer | Seattle, WA   April 2019 to May 2021
- Planned, implemented, launched and supported In-App purchases resulting in over 200,000 subscriptions in the first 6 months
- Mentored the summer intern to build support for Apple's Burst Photos

Best Buy Corporate | Mobile Developer | Seattle, WA   July 2018 to April 2019
- Led the technical effort to create a new UX for purchasing Apple computers

1stdibs | iOS Developer | New York, NY   March 2016 to April 2017
- Built a generic refresh helper that allowed views with scrollable content to be pulled down for refresh

Kliphit | Full Stack Developer | New York, NY   June 2014 to March 2016
- Designed the architecture of the iOS app using MVC and patterns like delegates, state, and singleton

PERSONAL PROJECTS

Shift Shaft | Match-3 roguelike| https://www.shiftshaft.net   April 2018 to March 2022
- Designed and developed Shift Shaft, a roguelike match-3 puzzle game with a unique board rotation mechanic
- Launched in March 2022, it won 'Game of the Week' on TouchArcade and maintains a 5.0 rating with over 115 ratings
- Wrote shaders in HLSL to create wide array of VFX
- Built VFX using a combinations of shaders, sprite sheets, Unity's Animator and particle system
- Implemented a tested event-driven core gameplay logic loop

Thin Ice | Tactical deck builder| https://sip-up-games.itch.io/thin-ice   April 2023 to May 2023
- Built a prototype for a deck builder with tac]cal movement in Unity3D with C#
- Created a deck building system that allowed players to draw from two decks and merged those cards into a single card
- Designed the visuals and made art assets in Figma

GAME JAMS
More games available to play at: https://sip-up-games.itch.io/

EDUCATION
University of Washington, Certificate in Game Design   June 2021
New York University, B.A. in Computer Science   May 2013

KEY SKILLS: C#**,** Unity3D, AzureDevOps, Figma, Photoshop, JIRA, Trello, Git, Swift, Xcode

HOBBIES: Ultimate Frisbee, basketball, sci-fi novels, board games, cooking