Rick Gillis

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Programmer and multidiscilinary artist based in Brooklyn with a focus in experiential digital work. Deeply interested in building scalable game architectures coupled with experimental, innovative game mechanics. Combines a strong foundation in software development with a passion for games to develop playful and exploratory interactive art.

Skills

Game Development   (Unity3D, C#, GameMaker Studio, Unreal Engine, C++)
Mobile and Augmented Reality Development   (Xcode, APN, ARKit, ARCore, AR.js)
Web Development   (Javascript, HTML, CSS/SASS, Node.js, PugJS, Bootstrap, A-Frame, Three.js)
Miscellaneous   (Git, Sourcetree, Jira, Adobe Creative Suite, Google Suite, Maya)

Work Experience

Senior Unity Developer, TruPlay Games, Remote, March 2023 - September 2024
- Shipped 3 mobile titles to platform application as Lead Engineer, building mechanics and systems on track with target milestones
- Built editor tools for tutorial and level construction to accelerate workflows of designers
- Provided engineering support for live games, working with QA to respond to realtime bugs

Senior Unity Developer, Wormhole Laboratories, Remote, November 2021 - July 2022
- Built abstract feed implementation utilizing paginated REST API queries and custom memory allocation/deallocation for image content to optimize for mobile devices
- Built custom panorama capture implementation utilizing AR Foundation and plugins for iOS/Android on top of Dermandar SDK
- Worked with DoozyUI package to implement visual redesigns of primary UI panels across B2C and B2B products

Lead Unity Developer & Product Manager, Eternal, New York, NY, May 2020 - November 2021
- Built a scalable and modular architecture for the social networking and game foundations of the product
- Developed and tracked product timeline through all major milestones across all disciplines, speaking to technical cost
- Built editor tools for our core team to streamline development and expedite new content creation into launch
- Managed TestFlight program from internal testing through beta program, merging all work and exporting iOS builds

Unity Developer, Eternal, October 2019 - May 2020
- Developed all core game mechanics / functionality moving into TestFlight beta program
- Communicated with REST APIs to integrate all social networking functionality
- Built custom iOS plugins to leverage native functionality for social sharing, microphone, notifications and image gallery

Augmented Reality Developer, yU+co, Los Angeles, CA, August 2018 - November 2019
- Worked as lead programmer on augmented reality experiences for mobile and web platforms
- Utilized Unity3D, ARKit, ARCore and AR.js to bring engaging digital content to life in accordance with industry standards
- Developed editor tools and frameworks to speed up iteration and streamline the workflow of our small team

Projects

butterflowers, videogame, 2021 → Lead Designer / Developer | Artist
Simulation origin story for a naiive artificial intelligence constructed from statistics measured from player interactions inside of a digital playground/ecosystem where players can drag and drop image files from their computer to plant flowers, grow vines, start fires and upload color into an expansive network of butterflowers.

Drones, videogame, 2019 → Lead Designer / Developer | Artist
Narrative videogame composed of five scenes that chronicle a collapse of self following the death of your grandfather. Each scene uses the "NiteHawk 2400," a fictional drone product as the focal point for scene mechanics and framing.

Academic History

New York University, 2013 - 2017
 BFA in Game Design
 Minor in Computer Science

Carnegie Mellon Pre-College Program, 2012
 National High School Game Academy

References available upon request