

# Heather Shrewsbury • Game Engineer

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## EXPERIENCE

### HIGH VOLTAGE SOFTWARE

Software Engineer

February 2017 – Present (New Orleans, LA)

- Developed/implemented systems on both the back end and client side of a VR strategy card game

### MOONBOT STUDIOS

Engineer

January 2013 – November 2016 (Shreveport, LA)

- Developed and shipped multiple mobile apps for external clients, both as a project lead and member of a small team
- Collaborated with artists and developers to rapidly create prototypes and finished games in Unity3D
- Designed/implemented systems for a range of tasks across the many aspects of the development pipeline
- Animated, modeled, and rigged characters and props on multiple films and apps

### GIRLS WHO CODE

Instructor

January 2015 – May 2016 (Shreveport, LA)

- Mentored a diverse group of girls from grades 6-12
- Taught the foundations of computer science, computational thinking, and programming with JavaScript and Python

### PASADENA CITY COLLEGE

Adjunct Faculty

February 2011 – January 2012 (Pasadena, CA)

- Developed the curriculum, lectures, and online components for a 5-hour a week college level course on computer information systems
- Completed certification classes to meet requirements for teaching online courses in California

### OREGON STATE UNIVERSITY

Research Assistant – Dr. Eugene Zhang

June – September 2010 (Corvallis, OR)

- Researched non-photorealistic rendering techniques
- Implemented a rendering system in OpenGL & C to create painterly stylized images
- Maintained a blog and academic documentation of my work

### FREELANCE CHARACTER ANIMATOR

May 2009 – May 2010 (Los Angeles, CA)

- Provided animation for commercials and a short film

### FOX TELEVISION ANIMATION

Retakes Assistant – *American Dad!*

August 2008 – August 2009 (Los Angeles, CA)

- Supported retakes directors under tight deadlines to make changes to episodes just before air date
- Coordinated notes among writers, designers, artists, timers, directors, editors, and over-seas animators

### FREELANCE PRODUCTION ASSISTANT

September 2007 – August 2008 (Los Angeles, CA)

- Worked as an editing, office, and set PA at CBS and Paramount on 7 reality TV shows

### SNOOT ENTERTAINMENT

Character Animator – *Battle For Terra*

May 2006 – August 2007 (Los Angeles, CA)

- Animated characters, crowds, and VFX on an independent CG feature film

## EDUCATION

### PASADENA CITY COLLEGE

Computer Science

2009 – 2012

### UNIVERSITY OF CENTRAL FLORIDA

B.A. Digital Media (Animation)

2002 – 2006

## SKILLS

C++	JavaScript	PostgreSQL	Git	Autodesk Maya
C#	Python	Unreal Engine (UE4)	Perforce	Adobe Photoshop
Java	WebGL	Unity3D	SVN	Agile/Scrum Development