

ROBERT HESLIN

LinkedIn.com/in/RobertHeslin

E-MAIL

Robert.Heslin.2@gmail.com

PHONE

585.610.9895

LOCATION

Kenmore, WA

EXPERIENCE

PRODUCTION COACH // August 2014–present
Staff Management | SMX

- Facilitate communication between HR, managers, and employees
- Tracking staff attendance, productivity, and work quality
- Define performance obstacles and coordinate solutions with management
- Provide support and resources necessary to maximize staff effectiveness

GAME TESTER (CONTRACT) // November 2013–March 2014
VMC Game Labs, iFusionIT

- Hardware and functionality testing on Xbox 360
- Hardware/Software testing on Xbox One

TEACHER'S ASSISTANT IN GAME MECHANICS // August–December 2011
DigiPen Institute of Technology

- Graded student projects and exams
- Provided feedback and possible solutions on loopholes in student designs
- Advised students per their design-related questions

PROJECT EXPERIENCE

GRAPHICS PROGRAMMER/ASSOCIATE PRODUCER // August 2011–May 2012
Team of four at DigiPen Institute of Technology

- Implemented 2D graphics pipeline using DirectX 9.0
- Assisted lead producer in scheduling team tasks
- Designed, implemented, tested, and polished levels
- Implemented gameplay code

LEAD DESIGNER // January–May 2011
Team of five at DigiPen Institute of Technology

- Implemented level loading, saving, and collectible tracking system
- Ran playtest sessions
- Designed, tested, balanced, implemented, and refined levels
- Oversaw designers and reviewed their work

EDUCATION & TRAINING

DigiPen Institute of Technology
Video Game Design and Programming // 2010–2013

State University of New York at Oneonta
Bachelor of Science in Computer Art // 2006–2008

State University of New York at Alfred State
Associate of Applied Science in Computer Art and Design // 2004–2006

SKILLS & EXPERTISE

PROGRAMMING & SCRIPTING:
C, C++

TOOLS & EDITORS:
Adobe Creative Suite, Autodesk Maya, Microsoft Office, Unity, Unreal Engine 4, Visual Studio 2013, Microsoft Excel

TESTING:
Bug Tracking, Functional Testing, Hardware/Software Testing

DESIGN:
Concept Creation, Game Balance, GDD Creation, Iterative Design, Level Design, Rapid Prototyping, UX/UI Design, World Design