MERLE ROJI - GAMEPLAY & SYSTEMS PROGRAMMER

(904 923-0008) | merleroji@gmail.com | Burlington, VT | linkedin.com/in/merle-roji | merlezone.com

GAME PROJECT EXPERIENCE

GAMEPLAY & SYSTEMS PROGRAMMER

RIPTIDE | 3D Spaceship Combat Game | Champlain College | 2024

- Programmed Gameplay, Frontend, and Backend systems using Unreal and Blueprints on a team of 16
- Implemented zero gravity drift and thruster acceleration for player immersion, controller support

SUPERCOOL ACTION FISHING | 2D Reverse Fishing Survival Game | Remote | 2023

- Programmed Gameplay, Graphics, Animation, UI, Frontend, and Backend Systems using Unity and C# on a team of 3
- Implemented underwater swimming physics, aerial trick mechanics, and parry mechanics for player immersion
- Implemented enemy AI behaviors and character state machines for character interactions
- Top 30% ranked project overall out of 6,774 entries in the GMTK Game Jam 2023

LEAD PROGRAMMER

BIGGEST BAD THAT EVER WAS | 3D Turn-Based Strategy Action Game | Champlain College | 2023

- Programmed Gameplay, Animation, UI, Tools, Frontend, and Backend Systems using Unity and C# on a team of 7
- Built Unity tools to create behavior state trees for player and enemy behavior
- Implemented menu UI, enemy AI, file stat loading, action-input attacks, and speed sorting for the turn based system
- Implemented grid movement, and character animation systems for player immersion

GAMEPLAY & BACKEND PROGRAMMER, CHARACTER & ENVIRONMENTAL SPRITE ARTIST

FIREBRAND | 2D Puzzle Platformer | Remote | 2021

- Programmed Gameplay, Animation, UI, and Backend Systems using Unity and C# on a team of 2
- Created Sprites, Animations, and Backgrounds using Aseprite
- Implemented weapon switching, enemy AI behavior, and puzzle behavior for the gameplay loop
- Created player animations, enemy animations, puzzle animations, and parallax backgrounds for world immersion
- Ranked #16 out of 1,826 entries for "fun factor", a statistic voted on by other entries for how fun the game is

WORK EXPERIENCE

CHARACTER SPRITE ARTIST

ENTER CTRL STUDIOS | 2D PVP Roguelike Shooter | Remote | 2024

- Created 12 unique item sprites for the rogue-like, stat changing item system of Sniperpunk using Aseprite
- Created sprites and all animations for the Diesel-Punk character in Sniperpunk using Aseprite

FREELANCE DEVELOPER

GAME DEVELOPER & CHARACTER ARTIST | Remote | 2021-2024

- 3 Game Jams: Gameplay Programmer position in all
- Used Clip Studio Paint to create 100+ Digital Character Art commissions

INTERN

SCRUM & AGILE DEVELOPER | Vantage Labs | 2019

- Scrum and Agile Development based internship for senior year high school project

SKILLS

- **Coding Languages:** C++, C#, GML
- **Game Engines:** GameMaker 2, Godot, Unity, Unreal
- **Tools:** Confluence, Git, Git Bash, GitHub, Jira, Notion, ShaderToy, Unity Tools, Visual Studio Code, Visual Studio Community 2022
- **Additional:** 3D Math, Agile Development, Calculus, Discord, Linear Algebra, Mattermost, Scrum

EDUCATION

- **Champlain College, Burlington VT**
- **Degree:** Bachelor of Science in Game Programming
- **Anticipated Graduation:** May 2024