

# EMILY HORTON

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## SUMMARY

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Experienced game designer skilled in creating exceptional player experiences through design, programming, and collaboration. Seeking role as a systems designer.

## WORK HISTORY

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### GAME DESIGNER, OXIDE GAMES, JUNE 2022 -PRESENT

- Worked as a System Designer on ARA: History Untold, Published via Xbox Games
- Bridged the gap between historical accuracy and compelling game design across multiple systems
- Iterated on multiple economic systems including crafting, resources, gameplay buffs, and more
- Collaborated with gameplay engineers to establish proper execution of the game's rigid buff system.

### PRINCIPLE DESIGNER, MAGIC SPELL STUDIOS, 08/2020 - 09/2022

- Designed a restaurant sim game promoting social justice through story and game play
- Lead interdisciplinary team of five Masters students to develop and iterate on the project
- Programmed core game systems and interactions using Unity and C#

### SOFTWARE ENGINEERING INTERN, MASTODON DESIGN, 01/2020 - 08/2020

- Worked alongside Product Management and Engineering across multiple disciplines to triage bugs and implement appropriate solutions
- Solved major performance problems by creating widget to sort thousands of radio events

## AWARDS

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**Boiling Over:** Games for Change Student Nomination; RIT Student Games Showcase Best Impact Game  
**Gamer Girl:** Games for Change Student Nomination; IndieCade Student Games Nominee

## EDUCATION

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### MS GAME DESIGN AND DEVELOPMENT

Rochester Institute of Technology

*(Joint BS/MS Program) 2022*

### BS GAME DESIGN AND DEVELOPMENT

Rochester Institute of Technology

*(Joint BS/MS Program) 2022*

## SKILLS

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**Languages:** C/C++, C#, JavaScript

**Proficiencies:** Unity, Unreal, HTML, CSS, Git, Perforce, Excel, Adobe Creative Suite