

AVI J. ROSENBLUM

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Design Intern at Vicarious Visions

Summer 2018

- Worked on Black Armory DLC for *Destiny 2* as an encounter and technical designer
- Created the saboteur encounters and developed prefabs to duplicate the encounters
- Developed and iterated on the Black Armory Shield using Grognok, Bonobo, Max and Maya
- Check out my *Destiny 2* contribution here: <https://avijr.com/Destiny>

Worked with:

VFX Artists - to create the look of the shield

3D Modelers - to create the probes

Animators - to create paths and movements for the probes

Engineers - to get the shields working in networked situations

Designers - to refine the variations and balance of the shields

Encounter designers - to implement the shields into their encounters

University of Central Florida, Burnett Honors College (Cum Laude graduate, GPA: 3.83)

BS in Computer Science with Honors

Programming Languages

From making games: **C++, C#, Javascript**

From classes: **C, Java, PHP, HTML, CSS**

Game Related Education

Computer Graphics, AI for Game Programming, Artificial Intelligence, Linear Algebra

Education from making *Orbits* (Now on Steam)

2014 - 2017

Unity 5.0 - Game engine used for creation of the game (~ 1000 hours)

UI Design - Escape Menu, Options Menu, Main Menu etc. (~ 20 hours)

3D Modeling - Created 15 enemies and 20 bosses in blender (~ 50 hours)

3D Animation - Rigged and Animated a 3D humanoid (with 3 legs) model (~ 20 hours)

Enemy Design - Designed 15 enemies and 10 different weapons for them to use (~ 150 hours)

Level & Boss Design - Created 100 unique levels and 20 unique bosses (~ 800 hours)

AI Design - Designed AI for enemies and an intelligent boss that mimics the player (~ 20 hours)

Sound Effects - Created sound effects with Audacity and with the help of a colleague (~ 40 hours)

Check out *Orbits* here: <https://store.steampowered.com/app/719350/Orbits/>

Other Games Created

Druid - Protect nature as a magical treant - being made in Unreal, and has the basic abilities prototyped

Immunizer - Protect the body as a white blood cell - made for AI for Game Programming with Unity

Tournament - Bet on the number of drones to survive a random obstacle course - made for a professor for an interactive book he's writing

Unstoppable Force - Run away from Cthulhu while dodging traps and skulls - made in a game jam