





WESLEY ROCKHOLZ

GAME DESIGNER & DEVELOPER

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 @wrockholz

EXPERIENCE

Workinman Interactive/Bread Machine Games

Game Developer | October 2016 - Current
workinman.com, breadmachinegames.com

Client-based and indie game studio in Rochester, NY. Contact me for unreleased or licensed projects not listed here.

Fisher-Price SmartCycle Games

Developed API, Bluetooth, and native iOS/Android/Fire/tvOS bridges as well as gameplay for unannounced upcoming games for the Fisher-Price SmartCycle.

Disney Jr. PJ Masks: Starlight Sprint

Game design and gameplay programming for the PJ Masks tag-team infinirunner featured in the Disney Jr. App for iOS and Android.

Yes And Games

Co-Founder | August 2014 - Current
yesandgames.com

Adventure Guild

Social, mobile MMORPG featuring asynchronous turn-based dungeon crawling. Funded by MAGIC Spell Studios at RIT and Kickstarter. Developed in Unity/C# and JS with a Java/Node.js backend by a team of six.

Lazer Maze

Procedurally generated infinirunner that challenges the player to dodge lasers that fire to the beat of the music. Developed in Unity/C#, incorporating Game Center and GPGS by a team of three.

Music Social, LLC

Game Designer | May 2014 - August 2014
hearplay.com

Hearplay

Massively-multiplayer browser-based and mobile game built to gamify and socialize the music listening experience.

Independent Projects

A Small Robot Story

Current
<https://bclikesyou.itch.io/a-small-robot-story-demo>

Game design and development on levels, enemies, and puzzles. Helping my token busy artist friend see his game through Greenlight and onto Steam.

SKILLS

Game & Tools Development

Expert in Unity/C#, C++, Javascript game and tools development. Experienced working at all levels of the development stack from backend to editor tools to engine development to gameplay programming. Highly experienced working on service-based, layered, networked multiplayer games.

Game Design & Balance

Skilled in prototyping, designing, and executing game, level, and encounter design. Frequently too theatrical as a dungeon master.

Production & Management

Experienced in project management, organization, communication and scheduling. A legendary and fearsome scope-hammer. Well known for keeping the party going.

COMMUNITY

Roc Game Dev Collective

rocgamedev.com

Admin and workshop instructor at Roc Game Dev. Social meetups, jams, collaborative projects, workshoping and more.

MAGIC Spell Studios

magic.rit.edu

Resource and mentor for RIT students that build and publish games with the assistance of MAGIC Spell Studios.

EDUCATION

Rochester Institute of Technology

BS, Game Design and Development,
December 2015 | 3.98 GPA