Henry Orsagh

Portfolio:
horsagh.github.io/portfolio/game-design/
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EXPERIENCE

Game Developer, RIT Cyber Games
May 2023 - May 2024

Grants from the NSA and ACI. Worked with students and faculty to design and develop fun-first resilience games in Unity.

Software Developer, RIT Software Design and Productivity Laboratory
November 2022 - May 2023

Grant from the DHS. Worked with a team to develop multiple tools related to software supply chain security. Focused on front-end web development and data analysis tools.

Event Staff, Rochester Foam Dart League
September 2022 - January 2023

Facilitated the deployment and design of game modes and rules.

EDUCATION

Rochester Institute of Technology, Rochester, NY, 14623
July 2020 - May 2024

Game Design and Development BS
- Magna Cum Laude
- Dean's List
- Creative Writing Minor
- 3.7 GPA

SKILLS

- **Game Engines:** Unreal, Unity
- **Team:** Agile/Scrum, Git, Trello, Google Suite
- **Programming Languages:** C#, C++, Java, Python, JS/TS
- **2D:** Photoshop, Axure, Figma
- **3D:** Maya, Blender, Substance

PROJECTS

HACKBOX
May 2023 - May 2024

Professional team project (Cybersecurity mobile game)
- Created in Unity
- Designed minigame framework for easy expandability
- Created entertaining minigames that introduce important cybersecurity concepts
- Utilized Google Play Games Services for cloud save data
- Ran playtests at 3 high schools
- Implemented and used Yarnspinner

Trials of Persephone
March 2023 - Present

Personal project (First Person Spellslinger)
- Created in Unreal Engine 5
- Rapid game prototyping, live GDD
- Made AI motion capture animations
- Created an engaging physics-based magic system
- Collaborated with 3D artist

Croak and Dagger
August 2022 - May 2022

Academic team project (Narrative driven Hack n Slash)
- Created in Unity
- Blueprinted and gray boxed well-paced levels
- Implemented particle systems
- Utilized state machines to make enemies that are fun to fight
- Collaborated with team of 19

Ruins
February 2019 - April 2021

Solo personal project (CS:GO level)
- Created with Hammer Level Editor
- Playtested and iterated on design to enable exciting and interesting playstyles
- Detailed and themed map