

Terry Hess

Game Designer

✍ 688 McCutcheon Rd. Nettie, WV 26681

✆ **Phone:** (304) 872 - 4989

✉ **Email:** terryhess602@hotmail.com

🌐 **Portfolio:** <http://terry2025.wix.com/terry-hess>

🌐 **LinkedIn :**

<https://www.linkedin.com/in/TerryHessGameDesigner>

Game Projects

Urban Legends, Systems Lead – First Person Shooter (08/01/2014 – 08/28/2014)

- As systems lead I made sure all the objects using physics acted like their real world counterparts when being pushed or picked up and thrown by the player's gravity gun.
- I designed and made gas station area along with doing voice over for all story elements.

Chamelo The Colorful, Lead Programmer/Modeling Lead/Art Director/Level Designer – Side Scrolling Action Platform Game (03/02/2015 – 06/25/2015)

- Scripted majority the of in game elements, UI, and menus. I made sure scripts were running smoothly without warnings or errors. I taught team how use Unity 5 UI and Mecanim.
- Rigged and animated Chameleon model and modeled platforms for Chameleon to walk on
- Used Gimp to make textures such as leaves, UI buttons, UI images, wood textures, etc. ...

Redneck Golf, Project Lead and Designer – 2D Golfing Sports Game (02/2017 – 06/2017)

- This is one of the many games I have made completely by myself. The game contains 9 dynamic courses, and 9 special golf ball abilities.
- I programmed this game in C#, animated sprite sheets using Gimp, and built the game with Unity 5. I also implemented Google Play Services, in app purchases, and Chartboost ad's services into this game.

Education

Full Sail University | 3300 University Boulevard | Winter Park, FL 32792

Bachelor of Science in Game Design (06/2015)

GPA: 3.57, Class Salutatorian, Full Sail Student Success Scholarship, Won Kickstarter challenge in Teambuilding class, First Game Design Graduate Team In Full Sail History To Make And Publish A Mobile Game For Final Project

Work Experience

Gino's
07/2016 – 06/2018

VMC: Game Tester
10/2015 – 01/2019

Terry Hess Productions
06/2016 – Current

Skills

◆ Game Design

- ✓ Level Design
- ✓ Building
- ✓ Pacing
- ✓ Scripting
- ✓ UI Design
- ✓ Flow Charts
- ✓ Mock-ups
- ✓ Storyboarding
- ✓ Top Downs

◆ Level Editors

- ✓ Unity
- ✓ Unreal Development Kit

◆ Programming

- ✓ Unity C# and JavaScript
- ✓ Perlenspiel JavaScript

◆ Software

- ✓ Adobe Photoshop
- ✓ Gimp
- ✓ Microsoft Office
- ✓ 3ds Max
- ✓ Maya
- ✓ Perforce
- ✓ Google Play
- ✓ Android Studios
- ✓ Google Game Services
- ✓ iTunes Connect