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Erin Ford

Furthering my knowledge of game design and development to create unique, meaningful experiences.

SKILLS

Languages: C++, C#, Java, Python, HTML/CSS/JS, XML/JSON, Kotlin, Rust, SQL

Engines/Technologies: Unity, Redis, Docker, Arduino, openCV, NextJS, NodeJS, Git

PROJECTS/WORK

Arkhe - Designer Intern

June 2023 - August 2023

- Managed a specialized team in developing solutions for tracking the rotation and position of physical objects using openCV and Arduino. Spearheaded web development, Docker utilization, 3D modeling, and concept creation, leading to new, engaging elements for an interactive art installation.

RIT GCCIS IT - Senior Inventory Team Member

November 2021 - December 2023

- Cataloged and sorted devices with a team designated to fully rework the entirety of GCCIS' digital and physical inventory systems
- Diagnosed and troubleshooted networking and computer issues across the college, primarily focused on maintaining functionality of the Systems Administration and Networking labs

Wacky Wizards - Balancing/Accessibility

January 2022 - June 2022

- Wacky Wizards is a casual party card game based upon casting spells, playing abilities, and silly consequences
- Primarily developed and balanced new cards, analyzed playtesting feedback, and maintained constant lines of communication to maintain quick turnarounds
- Created a set of standards for new cards to ensure they fit with the thematics of the game and worked well with pre-existing mechanics

EDUCATION

Rochester Institute of Technology, Rochester, NY — *BS, Game Design and Development*

August 2020 - June 2024

- Presidential Scholar and Performing Arts Scholar, playing bass and piano
- Deans List Fall 2023-24

Columbus State Community College, Columbus, OH — *College Credit Plus Student*

August 2018 - June 2020

- Alumni of First Robotics Competition Team 3324, The Metrobots