

Richard Shemaka

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Game Developer

shemaka.com

Experience:

Turtle Rock Studios

(Oct 2015 – Present)

- Gameplay engineer **prototyping** game systems for numerous game ideas
- Built and maintained **gameplay** and **graphics** features in **Unreal 4**
- Established **technical designer** workflows and tools

Magic Pixel Games (Kabam)

(Jan 2014 – Sept 2015)

- Acquired in 2015 by Kabam to form their LA studio
- Generalist engineer working on **iOS** and **Android** games
- Wrote and maintained **gameplay, graphics, engine, tools, network code**
- Programmed art workflows and graphics features in **OpenGL ES**

Giant Squid

(Aug 2013 – Dec 2013)

- Gameplay engineer **prototyping** game systems and workflows
- Designed and programmed **artificial intelligence** solutions
- Programmed a complete foliage asset workflow from **Maya** to **Unreal 4**

EA Maxis (Emeryville)

(May 2011 – July 2013)

- Gameplay engineer and designer of in-world **data visualization** on **SimCity**
- Began as a **technical designer** building **tools** for scripters and designers
- Worked with the **UX** team to design interactive visualizations
- Programmed **gameplay** and **graphics** systems, in budget and bug-free

Skills:

Programmer

- Experience in building and shipping gameplay, graphics, AI solutions
- Fluent in C++, Python, C# (in order of present experience / confidence)
- Familiar with Unreal, Unity3D, Perforce, Maya

Designer

- Deep understanding of game systems design and rapid prototyping
- UX designer with experience communicating, building, and testing solutions

Education:

Georgia Institute of Technology

(2006 - 2010)

- **B.S. Computational Media** – Graduated with Highest Honors (3.78 GPA)

About Me

I've been called a cheeseburger aficionado and a cat whisperer. On the weekends I backpack, play music, tinker with bikes, and collect hobbies. I'm originally from Atlanta and have lived in the Los Angeles area since 2013.

Some favorite games include: Dungeon Keeper, Jade Empire, SimTower and Little Big Planet