

Harry Goetz

Systems And UX Design

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Skills

Systems Design
UI/UX Design
Level Design

Technical Documentation
QA Administration
Interpersonal communication

VR Development
Rapid Prototyping

Technologies

Unity, C#, Unreal Engine 4, Autodesk Maya, Adobe Illustrator, Adobe Photoshop, Microsoft Office Suite, Substance painter, Substance Designer

Project Experience

Cash Force | UI/UX Design | Unreal 4 VR

Spring 2020

High Octane 70's themed VR FPS where players must fight off enemies from the back of their getaway van to survive

- Created intuitive user interface mockups in Adobe Illustrator
- Implemented diegetic UI for VR
- Worked to create a cohesive and productive remote work environment

For Hallowed Ground | Combat/Systems Design | Unity 3D

Fall 2019

Highly strategic chess like digital board game with combat centered around unit placement and spellcasting

- Designed and implemented fun and functional combat with the use of design spreadsheets
- Tested multiple iterations of gameplay to ensure a balanced experience
- Created AI "scorer list" to aid the construction of combat AI

Reboot | Level Design | Unity 3D

Spring 2019

CRT themed 3rd person "speed em' up" wherein players must escape the land of discarded electronics by changing the speed channel

- Worked closely with environment art team to establish a cohesive pipeline
- Constructed a multi area interconnected level built around speed of traversal and creating flow states
- Conducted QA testing and iterated design based on results

Ghost with the Most (Bones that Is!) | Gameplay Design | Unity 2D

Fall 2017

Competitive Halloween themed platformer

- Winner of Champlain College 2017 fall game jam
 - Rapidly built enjoyable platforming systems in Unity
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Education

CHAMPLAIN COLLEGE | Burlington, VT

Class of 2020

Bachelor of Science Degree in Game Design
Member of Champlain College Rugby Team
- Four years of game development experience
