

# Justin Neft

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<https://www.justinneft.com>

**Objective:** To craft unique and memorable gameplay experiences for players.

## Education

- **Rochester Institute of Technology (RIT), Rochester, NY** May 2022  
Bachelor of Science: Game Design and Development GPA 3.7  
Minors: German, Creative Writing
- **German B2 Language Certification** June 2018

## Work

- **Software Engineer, Omnicell** Aug 2022 – Present  
Software engineer doing full-stack development on Omnicell's web application, and internal cloud computing for internal automation processes.
- **Cybersecurity Competition Visualizer** Jan 2021 – Jan 2022  
Developed a tool to visualize, display and explain a cybersecurity competition (namely CCDC or CPTC) using Unity Engine. Showcases data-visualization principles, C# programming skills, optimization, data formatting and streaming production skills.
- **Lost and Found Game, MAGIC Spell Studios for RIT** Sep 2018 – March 2020  
Web Developer: Maintain and edit website to stay up to date with events and products.  
Game Designer: Write game rules, text for cards, and conduct play tests for iterative design of the game.  
Educational card game (see <https://people.rit.edu/oagigm/lostandfoundthegame/>)  
CITI Certified (Human Centered research) for work on this product Nov 2018

## Skills

Programming Languages: C#, C++, Java, Python, HTML, Ruby, CSS, JavaScript, SCSS, SASS

Software: Unity, DirectX 11, DirectX 12, Blender, Microsoft Excel, Game Maker Studio 2, Adobe Photoshop Google Analytics, Adobe Premier Pro,

Foreign Language: Fluent in German (written and verbal)

## Current Projects

- **Palette Swap** Dec 2020 – Present  
Designer and developer for a 2D Action Platformer, developed in Game Maker Studio 2. This game features unique world-altering gameplay through changing the visuals and layouts of levels which the player will use to navigate through the world and complete the game. Game is available on Steam and Itch.io
- **Personal Graphics Engine** Sep 2021 – Present  
Performed self-driven research to create a custom graphics engine using DirectX12 to further my own abilities with graphics programming and technical research. Implemented basic file I/O to create different DirectX12 objects through .json files and created various post-process effects.
- **Bullet Hell Survivors** Nov 2022 – Present  
Bullet Hell roguelike being developed in Unity engine with a friend.