

Elijah James O'Rear

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SUMMARY

- Programmer with professional experience in Unreal Engine 4, Unity, native iOS, and Xbox One development. Prior development experience with Flash, Android and web development. Independent game development experience and a cross-discipline game design background. Experience in corporate, startup and contracting environments. All projects listed were completed on schedule.

SPEAKING

Game Developer Conference (GDC)

San Francisco, CA

Mining Your Own Design

Summer 2020 (Virtual) – [Talk Video](#)

- Co-presented the Mining Your Own Design: Crafting the Crafting System of Astroneer GDC talk with Aaron Biddlecom on the GDC Design talk track.
- Discussed the design methodology we developed to create a sweeping overhaul of Astroneer's crafting system. How we reconciled needed changes and modifications to core game systems with player familiarity and expectation.

WORK EXPERIENCE

System Era Softworks

Seattle, WA

<https://systemera.net/>

June 2017 – September 2020

Gameplay Programmer

Astroneer

Released – [Landing Page](#)

- Hired 6 months after Astroneer went to early access as the first Gameplay Programmer, worked through release and post-release updates that grew the title. Worked through the team growing from 11 to 35 people. Development environment with strict schedules and deadlines that put out nearly monthly updates to millions of players.
- Assumed a wide range of engineering responsibilities on Astroneer. Built out large gameplay systems, worked on save game serialization, performance optimization, regular bugfixing and multiplayer systems. Worked in Unreal Engine 4 using C++ and Blueprints, shipping on Steam, Xbox One and PS4. Used Perforce for source and asset management.
- Spearheaded the engineering effort for several major, successful updates. Built the menu and UI system for Astroneer and had engineering ownership of many large gameplay systems.
- Worked very closely with the design team and did direct design work, co-designing some major features such as the power system and major resource/crafting overhaul immediately prior to exiting early access. Worked with both strict design specs and loose design specs.
- Worked with a high caliber team of experienced developers. Wrote engineering proposals and milestone plans for new features, collaborated with the production team to select work for sprint schedules, worked with the art team to guide creation of performant assets.

Magnet Hill LLC

San Francisco, CA | Portland, OR

<http://www.magnethill.co/>

January 2016 – March 2017

Cofounder • Lead Programmer

- Co-Founded Magnet Hill LLC with Ari Velazquez to pursue independent game development.
- Shared responsibility for managing the business, maintaining contacts and conversations with publishers, creating job postings and hiring additional contract workers.

Unannounced Titles

In Development (On Hold)

- Developed 3 prototypes with Unity, two VR games, one conventional 3D game.
- Created multiple budgets, production timelines and pitch decks for the prototypes.

Shiny Shoe

San Francisco, CA

<http://shinyshoe.com/>

July 2015 – October 2015

Contract Programmer

- Hired as a contractor to port The Banner Saga to the Xbox One.

The Banner Saga (Xbox One Port)

Released – [Store Link](#)

- Sole programmer responsible for the Xbox One port of Stoic's The Banner Saga from PC. Worked in C++ and AS3 with the Xbox One XDK, Scaleform, Mercurial for version control and ANT for builds.
- Worked alongside another developer who was simultaneously heading the PS4 port of The Banner Saga, with additional programming support and project management provided by the CEO.
- Specific duties included implementing Microsoft platform requirements, optimization work and bug fixing. Also collaborated with the team to make improvements to the console UI and control scheme.

Independent

San Francisco, CA

Programmer • Artist • Designer

May 2015 – July 2015

- Took time to work independently and produce a small VR game.

Sploot

Released – [Store Link](#)

- A VR game (also playable with a conventional monitor) developed for the Oculus Rift using Unity. Art assets developed using Blender and Illustrator. Trailer created with Adobe Premiere. Submitted to Indiecade 2015, but not selected for the festival. Later updated to support the HTC Vive.
- Quirky and humorous, you play as a seagull who poops uncontrollably on a small island town. Inspired by bizarre and surreal Japanese games like Katamari Damacy, Mr. Mosquito and Incredible Crisis. Utilizes a simple, low-poly art aesthetic that aims to be charming.
- Received good press coverage and review, including articles by [Kotaku](#), [Killscreen](#) and [Offworld](#).
- Did all design, art, programming, video editing, sound selection, press contact and promotion.
- Fast development cycle. Game grew out of a game jam project started in February 2015.

Blue Shell Games, LLC

San Francisco, CA

<http://www.blueshellgames.com>

August 2013 – May 2015

Programmer

- Hired as mid-level programmer, promoted to lead programmer for Slots – Copper Scrolls Legend.
- Performed client-side, native iOS development in Objective-C and server-side development in Python. Git used for source code control, Perforce used for asset repository.

Slots – Copper Scrolls Legend

Released – [App Store Link](#)

- Themed slots game with a focus on very highly polished visuals and gameplay experience.
- Created spin engines to drive the simulations of the slot machines, as well as automatic batch-testing procedures to verify statistical validity of their results.
- Developed an Adobe After Effects authored procedural animation system for use in the game, enabling artists to create animations in a familiar tool that can be reconstructed within Cocos2d.
- Worked closely with art and product teams. Was given large amount of freedom to determine the implementation details of features. Coordinated between the product and art teams, ensuring the art team produced technically viable art solutions that met product goals.
- Due to its rich feature set, stability and extensibility, this game went on to become the technical platform for all of the company's mobile products.

Slots Life Adventure

Released – [App Store Link](#)

- Slot machine game that was two games in one, with the player progressing on a game board as they play slots. Each space offered different minigames and rewards to the player.
- Had great freedom in designing minigames, and created a data-driven framework for their creation.

Yummy Yummy Tummy

San Francisco, CA

<http://www.yummyyummys.com/>

March 2013 – August 2013

Contract Programmer

- Contracted for a fixed block of time to develop 2D, action-based educational mobile game in Unity.

Nommons: Math Universe

Released – [App Store Link](#)

- Created custom 2D sprite engine, implemented game mechanics per the client's spec, and created a level editor that allowed for rapid iteration and sharing of levels by the client.

Midverse Studios

Mountain View, CA

<http://www.midversestudios.com/>

June 2012 – March 2013

Programmer

- Collaborated with a small domestic team of 3 other programmers and a larger overseas team.
- Tech stack was Git, Objective-C + CoCos2D for iOS, and Java for Android.

Bingo For Tango

Released (Discontinued) – App Store / Google Play

- Social-Casino-Mobile iOS game that achieved good popularity with substantial DAU and revenue.
- Development responsibilities included UI implementation, social media integration, analytics integration, particle system design and development of a slot machine minigame.
- Collaborated with one other developer to create the Android port of the game. Created the memory management system, image loading framework, UI framework and analytics integration.

Tin Truck

<http://www.tintruck.com>

San Mateo, CA

September 2011 – May 2012

Programmer • Game Designer

- Worked with a team of one other developer and an artist to create mobile games for iOS.
- Developed games using Objective-C + CoCos2D, and with Unity + Orthello2D.

Grem Legends

Released (Discontinued) – App Store

- 2D, action-based game with classic arcade styling developed in Unity for iOS.
- Primary owner of gameplay design and iteration. Developed adaptive procedural enemy spawning algorithm, designed enemy behavior and was responsible for gameplay balance.
- Implemented the enemy spawning algorithm and optimized much of the game play code, particularly memory management, physics and data compression to meet OTA download limitations.

Connect Healthcare

<http://www.connecthealthcare.com/>

Atlanta, GA

January 2010 – May 2011

Web Specialist

EDUCATION

Bachelor of Science in Computational Media

Georgia Institute of Technology, December 2009

- Emphasis on interactive software development with additional focus on UI/UX/game design.
- Graduated with High Honors.