

Holly Mott

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github.com/TeridaxDev · twitter.com/TeridaxDev · bsky.app/profile/teridax.bsky.social

SKILLS

C#, C++14 & newer, C, Lua, GDScript, HLSL, GLSL. DirectX11, DirectX12, Vulkan graphics APIs. Git. Low-level network programming using UDP, Websockets, Epic Online Services, Steamworks. Unreal Engine 4 & newer (C++ & Blueprints), Unity 2018 & newer, Godot 3 & 4, GameMaker 2.

WORK EXPERIENCE

Playbook · Developer · playbookxr.com

June 2023 - Current, Full Time, Remote

- 3D prototyping engine for designers built on Unity C# for [Oculus XR](#) and WebGL.
- Refactored engine around tool for user animating object transforms, properties, and skeletal animations.
- Wrote in-engine cameras, video recording, custom FBX asset import pipeline.

Teleportal · Virtual Production Unity Developer · linkedin.com/company/teleportal

July 2022 - April 2023, Full Time, Remote

- Unity C# [Android](#) & [iOS](#) app dev.
- Wrote video rendering and export system.
- Created a client-server backend for remote video creation and rendering.
- Implemented text-to-speech system with facial animation.
- General development, speed & performance optimization work, & bug fixing.
- Lead developer on an unreleased VR project.

XR Realms · Software Engineer · xrrealms.com · linkedin.com/company/xr-realms

March 2021 - July 2022, Contract, On-Site

- Developed a VR meditation program distributed to local hospitals. Unity C# interface and general functionality programming and design, hardware and API integration with standalone enterprise headsets, and Android deployment.

RELEASED GAMES & PROJECTS

NAIR · store.steampowered.com/app/1715850

- Rollback netcode powered, movement focused fighting game designed to teach the genre.
- 6000+ players across Steam and Itch, 96% Very Positive rating. Updates for 2 years.
- Design, development, art, animation, sound, networking, community management.
- C# game, C++ netcode, ported to Unity, in progress port to Godot. Epic Online Services.

DAIR · store.steampowered.com/app/2366850

- NAIR sequel built in Unity, C#, designed to teach more complex subjects.
- 3000+ players in the pre-release.
- More dynamic camera, movement system, more robust network code.
- Cross-game cross-platform online multiplayer with NAIR.

DX11 FPS Engine · github.com/TeridaxDev/AdvancedDX11Starter

- DirectX 11 game engine, with an FPS demo and from-scratch client-server UDP netcode.
- C++ graphics and network programming, created as a self-guided 4 month project.

WhipVR · teridax.dev

- VR action game using a physically simulated whip and original locomotion method.
- Development since 10/2020 across multiple UE4 versions, using C++ and Blueprints.
- Led a team of 8 people, as lead designer, programmer.