

Holly Mott

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teridax.dev · github.com/TeridaxDev · twitter.com/TeridaxDev

SKILLS

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

PROJECTS

NAIR · store.steampowered.com/app/1715850

- Rollback netcode powered, movement focused fighting game with one attack.
- 3500+ players across Steam and Itch, 95% Very Positive rating.
- Design, development, art, animation, sound.
- C# game, C++ netcode, ported to Unity for UI and platform support. Steam Networking.

WhipVR · teridax.dev

- VR action game using a physically simulated whip and original locomotion to promote physically active play. Releasing Summer 2022.
- Creator and designer—current producer, programmer.
- Development since 10/2020 across multiple UE4 versions, using C++ and Blueprints.
- Leading a team of 8 people, often acting as instructor and on-boarder to UE4 features.

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 semester long project.

PartsBin · github.com/TeridaxDev/PartsBin

- Vulkan 3D game engine in active development. Created to learn modern tech, like RTX.
- C++, GLSL, GLFW.

WORK EXPERIENCE

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

March 2021 - Present, Part Time

- 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.

Fanshutter · Programmer · fanshutter.com

May 2020 - September 2020, Full Time

- NDA Android/iOS app, interface and database programming.

EDUCATION

Rochester Institute of Technology (RIT) · Rochester, NY · 3.5 GPA

- Bachelor of Science, Game Design and Development. Graduated May 2022.

EXTRACURRICULAR

RIT Smash Club · Community Manager, Stream Manager May 2019-Jan 2022 · Vice

President Jan 2022-Present

- Event planning, financials, streaming tech, tournament organization for Smash & Rivals of Aether.