Holly Mott

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

SKILLS

C#, C++14 or newer, C, Lua, GDScript, Python, JavaScript, TypeScript, HLSL, GLSL. DirectX11, DirectX12, Vulkan, OpenGL, WebGL, Three.js, React Three Fiber. OpenXR, WebXR, SteamVR. UDP, TCP, Websockets, Epic Online Services, Steam Networking. OBJ, FBX, GLTF manipulation. Unreal Engine 4 & newer (C++ & Blueprints), Unity 2018 & newer, Godot 3 & 4, GameMaker 2. Windows, Arch Linux, game consoles, Android, iOS. Git CLI.

WORK EXPERIENCE

Playbook · Developer · playbookxr.com

June 2023 - August 2024, Full Time, Remote

- Award-winning 3D prototyping 'game' engine built on Unity C# for Oculus XR and WebGL.
- Refactored engine around tool for user animating object transforms, properties, and skeletal animations with networked multiplayer support.
- Developed custom graphics pipeline for new lightweight editor. Exports various render passes every frame for image & video processing using Three.js, GLSL shaders.
- Wrote in-engine cameras, video recording, custom FBX/GLB 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. Audio recording and reformatting with compute shaders.
- Created a client-server backend for remote video creation and rendering, using websockets, Node.js & an intermediary Rust server.
- 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

- VR meditation program for hospital chemo patients. Unity C# UI/UX implementation, PicoVR enterprise hardware and API integration, Android deployment.

RELEASED GAMES & PROJECTS

NAIR · store.steampowered.com/app/1715850

- C# fighting game, C++ netcode, Unity. Epic Online Services powered P2P rollback netcode.
- 6000+ players across Steam and Itch, 96% Very Positive rating. Updates for 5 years.
- Design, development, art, animation, sound, networking, community management.
- Android version with cross-platform multiplayer.

WhipVR · teridax.itch.io/whipvr

- VR physics based action game in Unreal 4, C++ and Blueprints. Team lead, 7 people.

DX11 FPS Engine · github.com/TeridaxDev/AdvancedDX11Starter

- DirectX 11 game engine, with an FPS demo and UDP client-server netcode. C++, HLSL.

PartsBin · github.com/TeridaxDev/PartsBin

- Vulkan 3D game engine. C++, GLSL, GLFW.

EDUCATION

Rochester Institute of Technology (RIT) · Rochester, NY · May 2022

- Bachelor of Science, Game Design and Development.