

G U I L L A U M E B A I L E Y

SKILLS

CODE C#, Unreal Blueprints, Java, C++
TOOLS Unity Editor, Unreal Editor, Visual Studio, Perforce, git, GIMP
LANGUAGE Fluent French, Basic Spanish

PROJECTS

POSITION **Design Lead** Winter — Summer 2018
TITLE *Liminal* **Team of 15**
A first-person puzzle game, made in the Unreal engine. I am responsible for **communicating and enforcing the design vision** as well as **managing 3 other designers**.

POSITION **Game Developer** Summer 2016, Winter 2017
TITLE *deft* **Team of 1**
A turn-based deterministic game of tactics, made in the Unity engine. Features include an **AI opponent**, **online multiplayer**, and an **interactive tutorial**.

POSITION **Game Designer and Programmer** Fall 2017
TITLE *Planet Punchers* **Team of 5**
A twin-stick moba, made in the Unity engine. I designed the game, and implemented features including **physics-driven creep and tower behavior**.

POSITION **Game Designer and Programmer** Fall 2017
TITLE *Tube & Coil* **Team of 4**
A VR social game, made in the Unity engine. I designed the game, and implemented features including **networked VR interaction**.

EDUCATION

DEGREE *B.S. Physics* 2012 — 2016
UNIVERSITY **The University of Virginia**
Awarded Echols Scholar and College Science Scholar membership on admission

DEGREE *M.S. Interactive Entertainment* 2017 — 2018
UNIVERSITY **The Florida Interactive Entertainment Academy (FIEA), UCF**
Awarded FIEA Director Fellowship on admission

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