

# Ron Makhouli

## Game Designer

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## Skills

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### Game Design

- Specialization in Level Design
- Proficient in C# Programming for Unity

### Engines and software

- Unreal Engine 4
- Unity
- 3ds Max
- UDK
- Motion Builder

### Programming

- C#
- HTML
- CSS

### Virtual Reality

- Developing and coding VR games in Unity
- Developing HTC Vive games
- Developing Android and iOS VR games
- Developing Augmented Reality games for Android

### Motion Capture

- Capturing and cleaning motion captured animation in motion builder
- Integrating motion capture animation into UE4
- Creating game cut scenes

### Other Software

- Adobe Photoshop, Premiere Pro, and After Effects
- Audacity
- Microsoft Office

## Experience

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### Video Game Tester – Fallout 76 – Bethesda Softworks – Used creative ways to find bugs, crashes, freezes, and exploits - 2019

- Typed detailed reports on how to reproduce and fix issues
- Recognized for finding multiple extreme game breaking issues
- Tested in single player and multiplayer team modes

### LinkedIn Specialist - Proresource – Created and maintained business connections for clients - 2019

- Conducted research and determined detailed search criteria to find leads
- Collected and reported data used for marketing campaign results
- Managed blog posts and data reports

### Man vs God – VR FPS/RTS game for HTC Vive – Unity – 2018

**Team Leader, Writer, Game Designer, Level Designer, and Programmer**

- Designed and programmed the entire game
- Implemented a two player system that includes a gameplay of VR and non-VR simultaneously
- Featured this game at the Senior Expo in George Mason University

### Teacher – MGTA – Taught middle school and high school students game design and VR - 2017

- Taught students how to use unity, how to create a VR game for HTC Vive, and how to program in Unity
- Taught students how to create VR games for mobile phones (Android)

### Escape – Horror FPS game for PC – Unreal Engine 4 – 2016

**Team Leader, Game Designer, Level Designer, Sound Designer and Programmer**

- Designed all levels
- Programmed UI, animation triggering, collecting items, and jump scares
- Animated objects and characters
- Implemented sound effects and music

## Special Recognition

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- **Dean's List** – 2016 – for being the top game design student in the sophomore class
- **Dean's List** – 2015 – for being the top game design student in the freshman class

## Other skills

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- Eight years experience in filmmaking
- Five years experience in playing the piano
- Fluent in Arabic and English. Proficient in Hebrew

## Education

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### George Mason University – GPA: 3.8

- **BFA** in Computer Game Design. Graduated May 18, 2018