

Ray Namar

raymondjustus.com ✦ raymondjustus@gmail.com ✦ (908) 809-3357

Work Experience

August 2020 – Present ✦ Boston, MA

Quality Assurance Tester

Harmonix

Investigated and tracked bugs and edge cases in an unannounced video game through multiple stages of development.

Collaborated with QA team and producers to work towards sprint goals, playtest builds, and milestones.

Tested across multiple consoles, past and current generation, to ensure stability across platforms.

Wrote documentation to collect feedback, track milestone goals, and create new QA team standards.

Utilized technical knowledge to assist developers and provide more in depth information on crashes and bugs.

May – August 2019 ✦ Boston, MA

Game Design and Research Co-op

Northeastern University

Collaborated with professor to make a new rules-light storytelling tabletop game about Norse mythology.

Created pixel art in new styles for *The Beauty of Poppies*, an RPG about the ethics of war.

July – December 2018 ✦ Boston, MA

Global Training Software

Developer Co-op

Bose Corporation

Gamified educational programs to teach employees in an engaging way.

Built a modular system that can be updated and edited by any employee, regardless of design or technical knowledge.

Education

September 2016 – May 2020 ✦ Boston, MA

Northeastern University

Khoury College of Computer Sciences

Bachelor of Science in Computer Science and Game Design

GPA: 3.52/4.0, Dean's List, Cum Laude

Related Courses: Game Programming, Building Game Engines, Algorithms, Software Development, Networks & Distributed Systems, Computer Graphics, Game Production

Interests

Filmmaking, tabletop gaming, cooperative games, pasta

Projects

May 2020 – Present

The Very Best

Scheduled, hosted, and lead a Pokemon-inspired D&D 5e campaign that requires team communication, creative problems solving, and strict time management

September 2019 – May 2020

One Cold Evening

C#, Unity3D

Co-lead developer and designer on *One Cold Evening*, a noir-inspired detective game set in a druidic forest town stuck in an eternal dusk. Implemented Twine dialogue system, custom lighting, and visual effects.

October 2018 – November 2019

Archipelago

Creator and lead designer on *Archipelago*, a rules-medium tabletop system inspired by pirates, seafaring, exploration, and whimsy. Managed a small team of designers in weekly meetings to reach a playtesting state.

January – April 2019

Game Engine

C++

Developer working in a small team to create an object-oriented game engine, complete with GUI, graphics, components, physics, and custom Unity-like scripting.

July – December 2018

Ready, Set, Go!

C#, Unity2D

Lead developer for *Ready, Set, Go!*, a mobile educational racing game for sales and marketing use at Bose. Engineered game system to be modular, requiring little-to-no technical knowledge to update.

Skills

Languages

C#, C++, Python, UE Blueprint, Java, SQL, JavaScript

Programs

Unity, Unreal Engine 4, Jira, Confluence, Visual Studio, Git, Perforce, Trello, Slack, MySQL, Illustrator, Photoshop, Premiere Pro, Aseprite, Google Suite, Microsoft Office

Other

Six Sigma Yellow Belt certified with the Lean methodology.

Experienced with organizing and running playtests for digital, analog, and tabletop games.