

Iain Roach

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EDUCATION

Rochester Institute of Technology

Bachelor of Science in Game Design and Development, GPA 3.88

May 2024

University of Alaska Anchorage

Bachelor of Science in Electrical Engineering, GPA 3.75

August 2025 - Present

WORK EXPERIENCE

Game Designer

Jan 2024 - Present

Olympus Interactive | Rochester, New York

- Conducted live technical support during playtests, troubleshooting and resolving user-facing issues in real-time.
- Worked closely with artists, musicians, and playtesters to implement new features and fix bugs to ensure a quality experience.
- Prototyped and implemented 3 different game modes and 5 different gameplay items that enhance the gameplay experience.
- Ninjas on Trampolines was awarded “Best Experimental Game” at RIT’s EDGE Expo.
- Ninjas on Trampolines was showcased at PAX East 2025.
- Utilized tech-artist’s paint system to amplify items’ visual feel during gameplay.

VR Developer

May 2022 - Jan 2024

Designori LLC | Anchorage, Alaska

- Implemented interactive VR training modules for simulating a Cessna 150 Preflight inspection.
- Developed a VR training simulation for use of the SAFER hand control module to allow astronauts to safely maneuver in space.
- Implemented immersive tutorial sequences inside a Virtual Reality fishing vessel to train employees in proper fish handling and preparation procedures.
- Created custom subtitle integration tools to improve development workflow when implementing instructional videos into VR environments.
- Used a large codebase to integrate new features with prebuilt systems developed by other engineers.

PROJECTS

Echoes Of the Anvil

[View in GitHub](#), Jan 2023 - August 2025

- Developed multiple debug menus using Unreal widgets.
- Used widgets to alter terrain during gameplay.
- Implemented core gameplay mechanics for a 3D tactical rpg using Unreal blueprints.
- Used inheritance to create multiple spells based on the same base spell.

Ferrus Game Engine

[View in GitHub](#), Jan 2024 - May 2024

- Developed a custom 2D Game Engine using C++ in visual studio.
- Implemented an initial prototype of an Entity Component System to manage the gameobjects and their behaviors.
- Transitioned to using EnTT to leverage its complete implementation of an Entity Component System.
- Gained hands-on experience with memory management and component serialization.
- Integrated EnTT with Direct2D to handle rendering 2D sprites and a rudimentary input system to create working 2D scenes.
- Created an asteroids game inside the game engine.
- Integrated lua scripting into the engine.

Icarus VR

[View in GitHub](#), Jan 2023 - May 2023

- Created a Virtual Reality archery arcade game in Unity using C#.
- Conducted extensive playtesting and iteration to fine-tune aiming, responsiveness, and difficulty.
- Implemented realistic projectile physics and bow mechanics using Unity’s built in physics systems.

SKILLS

Unreal Engine | Unreal Blueprints | Unreal Widgets | Unity | VR Development | DirectX11 | DirectX12 | C++ | C# | HLSL | SQL | HTML | LUA | JavaScript | CSS | Git | Visual Studio | Atlassian Products | Microsoft Excel | Debugging | Gameplay Systems Tool Development | Level Design | Playtesting/Iteration