



# ERNES RAILEY

TECHNICAL GAME DESIGNER

## WORK EXPERIENCE

### GAME AND SIMULATION DEVELOPER

Lawrence Livermore National Lab | Unity | Sept. 2020 - Present

- Develops and maintains agent-based interactive simulations for training and visualization.
- Models and animate 3D assets, code interactive logic, and develops interactive applications.
- Collaborate with a small, multi-disciplinary team while using independent judgment to rapidly respond to operational requirements.

### TECHNICAL DESIGN INTERN

Toys for Bob (Activision) | Unreal Engine 4 | June – Sept. 2019

- Developed an interface and tool in UE4 that archived runtime player data and allowed designers to make quick changes to a level in *Crash Bandicoot 4*.
- Supported the UI team by implementing interactive UI systems.
- Liaised with the level design team to address map and item imbalances.
- Communicated with art, production, and programming teams to design innovative systemic game elements as a member of the Meta-Systems team.

### TECHNICAL WRITER, VIDEO PRODUCER

Cisco Systems | June 2017 – Oct. 2018

- Created technical documentation for a business collaboration app.
- Collaborated with engineering teams to maintain product release notes.
- Produced training videos using Premiere Pro, After Effects (Team of 2+).
- QA testing, data entry, database administration, and graphic design.

## EDUCATION

### GAMES & PLAYABLE MEDIA, MS

University of California – Santa Cruz | Sept. 2018 – May 2020

- Jack Baskin School of Engineering
  - Teaching Assistant – Foundation of Video Game Design | Winter 2020
  - Teaching Assistant – Game Design Systems | Fall 2019
  - Teaching Assistant – Spawn Point Summer @ EA | Summer 2019

### ASIAN STUDIES, BA

Cornell University | Aug. 2012 – May 2016

- Minored in Information Science
- Haven Co-Organization Facilitator

## CONTACT

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- <https://steam.pm/app/1303790>

## SKILLS

### Programming

C#, C++, Java, Python, JavaScript

### Game Engines

Unity, Unreal Engine 4, Godot

### Software

Photoshop, Premiere Pro, After Effects, Maya, Blender, Jira, Confluence, Git

## OTHER PROJECTS

### BEWARE OF THE BLOB

Creative Director | Unity | 2019 - Jul. 2020

- Lead, managed, and provided design direction for a 3D puzzle exploration game.
- Co-designed the crafting system and user interface, managed external designers.
- Designed the stealth system, enemy behavior, and player-environment interactions.
- Animated 3D enemy models, engineered saving architecture, wrote custom shaders, and implemented sound design. (Team of 5)

## LANGUAGES

English (Native)  
Japanese (Intermediate)

## OTHER INTERESTS

Dance Choreography,  
Modular Origami, Shaders