THEO ERICKSON

[theoserickson@gmail.com](mailto:theoserickson@gmail.com)  [https://theoserickson.wixsite.com/website/portfolio](http://portfolium.com/theoerickson/portfolio)

# EDUCATION

**UC SANTA CRUZ Baskin School of Engineering Sept 2014 - June 2019**

**BS Computer Science: Game Design**  Dean’s List 2018–19Bilingual: English/Spanish

**PROGRAMMING / SKILLS**

**EXTENSIVE EXPERIENCE:** C#, Java, C++, Unity Engine, and Git

**INTERMEDIATE EXPERIENCE:** Unreal Engine 4, Python, C, JavaScript, Scrum, and Unix

# ACTIVE PROJECTS

**ROBITS C++, Unreal Engine 4 (Remote)** IN PROGRESS

Programmer and Combat Designer, 11 person team. You and your robotic companion Bits infiltrate a tech-gang research facility, utilizing real-life programming concepts to hack and modify enemy robots, earning yourself a place as a legendary Circuit Breaker.

**Notable Tasks**:

* Designed and implemented boss concepts integrating advanced gameplay features.
* Overhauled movement system to allow more dynamic infiltration options in new levels

**Website:** <https://www.robitsgame.com/>

**PLAYGROUND HEROES C++, Unreal Engine 4**

Gameplay Programmer and Encounter Designer, 9 person team. Inspired by *World of Warcraft*

and *Dark Souls*, two siblings face their fears on a fantasy journey involving intricate boss battles.

**Notable Tasks:**

* Creating 2 Bosses from paper designs to direct programming implementation
* Coding in noise-based wind materials FX and integration of art assets within code

**Staff pick**: <https://playgroundheroes.webflow.io/>

**OCCULTUS OCULARUS C#, Unity**

Lead Programmer, 12 person team over 8 mo. Combining puzzle and narrative, *Occultus*

*Ocularus* is a puzzle platformer about solving the puzzles of old memory to overcome your past.

**Notable Tasks**:

* Created base code for core mechanics, animations and laser reflections
* Implemented puzzle mechanics/ levels and directed programming team

**INDUSTRY EXPERIENCE**

**CODING CURRICULUM DEVELOPMENT PAID INTERN CodeCrew June-Aug 2018**

* Designed a new high school curriculum creating games and applications. Taught on Saturdays to gain perspective on student coding acumen. CodeCrew is a Memphis, TN non-profit bringing quality Computer Science curriculum to underserved communities.

**NOTABLE ACHIEVEMENT**

**IAIDO Japanese Swordsmanship** **2009 - present**

Promoted to 2nd Degree Black Belt, August, 2017. Honored to train for 9 years under the head of

the system, internationally known 7th Degree Black Belt, Grandmaster Masakazu Tazaki.