

ELIJAH COBB

Game Developer

SKILLS

Abilities

Game Design	UI/UX
Level Design	3D Art
Graphic Design	Data Vis
Web Development	Data Analysis

Software

Unity	Maya
Unreal	Photoshop
Javascript	Illustrator
Python	Substance

INTERESTS

Urban Design
Data Visualization
Contemporary Art
Theater
The Olympics

CONTACT DETAILS

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Somerville, MAe

EXPERIENCE

APP DEVELOPER

Paidia Studios - Boston/Malden, MA

2021 - Present

- Developing a mobile AR pervasive game revealing the hidden histories of Malden, MA
- Acting as the developer of the app using Unity with the vuforia plugin to create environmental AR
- Creating UI, progression, dialogue, and puzzle systems for an broadly accessible experience

ASSISTANT MANAGER

Escape the Room Boston - Boston, MA

2021 - Present

- Running escape room experiences by giving clues and managing customers.
- Solving technical problems involving custom unity software, wiring, and audio and video.
- Working with other team members to rapidly reset rooms and assist with running their rooms.

GAME DEVELOPMENT INTERN

Mass Digi Summer Innovation Program - Worcester, MA (Remote)

2020

- Worked with a small team to make a published mobile game about a mischievous raccoon.
- Managed the source control and build pipeline in Plastic and Unity Cloud Build.
- Designed and documented the level design process and power-up system in Miro.
- Analyzed gameplay data and used the results to iterate game design and fix bugs.

FINANCIAL EDUCATION GAME DIRECTOR

Thrive - Boston, MA

2020

- Directed and designed a serious game teaching college students financial concepts.
- Lead development in C# programming and 3D design and interface in Unity.
- Implemented a dialogue system with Inkle using information from finance experts.

PROJECTS

ROAD TRIP: NORTHERN MYSTERY

2020 - 2021

- Lo-fi driving adventure game made for Northeastern's senior games capstone
- Directed the game and created art assets, levels, and game design

30-50 FERAL HOGS

2019

- A mini top down shooter based on the twitter meme of the same name.
- Released to itch.io with 32K views and features in Vox and Forbes

EDUCATION

NORTHEASTERN UNIVERSITY - BOSTON, MA

Bachelor of Fine Arts in Game Design, 2017-2021

Minor In Data Science

- Graduated Summa Cum Laude

Relevant Classes

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|--------------------------------------|-------------------------------|
| - Foundations of Game Design | - Foundations of Data Science |
| - Level Design and Game Architecture | - Game Research Methods |
| - Experimental Game Design | - Programming Basics |
| - Game Interface Design | - Game Studio |

Activities

- Secretary of Northeastern Quiz Bowl
- Mentor and Speaker for Northeastern Game Development Club
- Four time participant and volunteer at Northeastern's Global Game Jam site