

Rene Elias

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EDUCATION

SAN FRANCISCO STATE UNIVERSITY, San Francisco, CA
Bachelor of Science in Computer Science, Minor in Physics, December 2019

SKILLS

- **Languages:** C#, GDScript, JavaScript, Java, Python, Lua, C++, C,
- **Game Dev:** Unity, Godot, Roblox, Phaser
- **Multimedia:** Photoshop, GIMP, Adobe Illustrator, Adobe Premiere Pro

PROFESSIONAL EXPERIENCE

THE CODER SCHOOL BERKELEY, Berkeley, CA

Code Coach, May 2023 – Present

- Teaching students from ages of 7-18 how to code on in personal and group sessions.
- Focus on teaching game development in several languages and frameworks/engines.
- Gamedev environments used: Unity (C#), Godot (GDScript), Pygame (Python), Roblox (Lua).

PALE BLUE PIXEL STUDIO LLC, Oakland, CA

Lead Programmer, Game Designer, Co-owner, Jun 2023 – August 2024

- Lead Programmer and Game Designer on Gravitorium, built in Unity.
- Built most of the game mechanics, leveraging tools such as physics, coroutines, DOTween, etc.
- Created a custom event system for in-game cinematics.
- Created custom shaders, runtime-generated sprite masks, and a bespoke particle generator.
- Incorporated Steamworks API to add features such as an in-game leaderboard and achievements.

APPLOVIN, San Francisco, CA

Game Developer, Apr 2020 – May 2021

- Create and ship playable ads that emulate the gameplay and look of a wide variety of mobile games.
- Work in a very fast-paced environment, with 2-3 day turnarounds expected on average for projects.
- Playable ads are written in JavaScript and HTML using Phaser, Phaser Editor, Box2D, etc.
- Constant communication with designers and businesspeople in the process of shipping a playable.
- Continuous innovation of creative/technical ideas required to create new successful playable ads.

REVELGAMES, Los Angeles, CA

Game Developer and Designer, Jun 2014 – Jun 2015

- Independently wrote and released an Android game, Final Hour, using Java and libGDX.
- App interacted with Google Play Services: live leaderboard updates and in-game transactions.
- 7 months in production, 5 months of upkeep and updating.

PROJECTS

DELIVERED

3D/2D Mystery Puzzle Game, Nov 2024

- Developed in Godot using GDScript.
- Mainly focused on developing the 2D minigame with some contributions to the 3D world.
- Collaborated with one other person for the Game Off 2024 Github month-long game jam.

EASY PHYSICS WORLD EDITOR

Physics World Creation Engine, Mar 2015 – Jul 2015

- Built an engine that sits on top of a physics engine, Box2D.
- Allows people to more easily build out physics-based worlds with intuitive GUI.
- Written in Java using libGDX, Box2D, and Box2DLights.