

OWEN BECK

Developer and QA Tester

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<https://oab1881.github.io/owenmakesgames.github.io/about.html>

DEVELOPER QUALIFICATIONS

- Proficient in multiple **programming languages including C#, C++, JavaScript, HTML, CSS, and Lua**, with hands-on experience developing software and games in **Unity and Unreal Engine**.
- Experienced with full **software development lifecycle**, from **design and prototyping to implementation, testing, and polish** across academic, professional, and personal projects.
- Strong foundation in **manual testing** with games and software.
- **Collaborative** developer with startup and agile experience, contributing to team-based **Unity** projects using **GitHub, Jira, Trello**.
- Proven ability to manage complex independent projects and delivering high-quality results under tight schedules.

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences

Rochester, NY

Bachelor of Science, Game Design and Development

May 2026

- GPA: 3.6 and Dean's List

TECHNICAL SKILLS

Languages | C#, C++, JavaScript, HTML, CSS

Tools | GitHub, Unity, Unreal Engine, Visual Studio Code, Playwright, Trello, Aseprite, Jira

DEVELOPMENT EXPERIENCE

IntrepidVX

Rochester, NY

Junior Developer, Pixel Artist

November 2024 – Present

- **Collaborate with a team of developers** to create Stockfighters, a mobile game that uses updated real-world stock data.
- Develop game systems and features using **Unity, AWS, and Aseprite** to deliver a dynamic gameplay.
- Participate in **weekly standups** and manage **independent tasks** effectively while working **fully remote**.
- Gained invaluable soft skills working with a large team, developing work relationships, and meeting deadlines.
- Designed UI and implemented a refreshed **pixel art aesthetic**, enhancing the game's visual appeal and user experience.
- Manage project workflow and task prioritization using **Trello**.

DEVELOPMENT PROJECT EXPERIENCE

The Cupbearer | Developer, QA Tester, Designer | Personal Project

Jan 2026 – Ongoing

- **Lead designer, developer, and QA tester** for The Cupbearer which is a scent-based, medieval puzzle game made in Unity 2D.
- Worked closely with OVR Technologies who provided their unreleased OVR Omara Scent Display system.
- With a 1 month time span, this project was finished in time to be showcased at **PAX East** in March 2026.
- Applied newfound QA skills to run manual tests and track bugs in **Trello** with screenshots and detailed steps for replication.
- As the lead designer, bridged the gap between our lead developer and artist, handling documentation, Trello management, and UI design.
- Gained lots of insight into truly finishing a project, meeting tight deadlines, and coordinating with OVR who served as producers.

Babel | Developer, Artist, Project Manager | Personal Project

May 2025 – Sept 2025

- **Led design and art direction, and co-developed** Babel, a retro-style clicker/tower defense game set in ancient Mesopotamia, featuring original pixel art and built entirely in **Unity 2D** with assets created in **Aseprite**.
- Originated as a game jam submission, then expanded into a **full release** driven by passion and creative vision.

- This project was made entirely remotely over summer break. Learned many skills to improve communication over Discord and Trello to stay on task. By setting realistic milestones over the development cycle, burnout was effectively mitigated.
- Coordinated consistent playtests in order to spot as many bugs as possible, and also gauge player engagement.