Belle Knollmeyer

Game and Tools Programmer
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EXPERIENCE

Rockstar Games, Andover, MA — Aug 2021-Present
Associate Tools Automation Programmer

- Develop features and bug fixes in C# for internal automated build and testing systems
- Manage client-server communications as well as interfacing with database and web dashboard
- Write Ansible jobs streamlining setup and maintenance of 100s of automated machines/devkits
- Refine the user experience and functionality of WPF-based applications for use by developers across several departments

Constant Therapy Health, Newton, MA — Jul-Dec 2019
Co-op Engineer

- Established and managed full-scale continuous integration flow for automatically building and deploying server API and 4 mobile apps across Android and iOS
- Reduced build times by over 50% across all company applications
- Wrote and documented automated tests for API endpoints using Postman
- Evaluated existing unit testing infrastructure and presented solutions to development team

PROJECTS
view projects at: belleknollmeyer.com

Pluto's Ascent (MassDiGI SIP 2020) — May-Aug 2020
Lead Programmer, Build Manager

- Developed core systems for mobile card game for iOS/Android as part of MassDiGI SIP 2020
- Integrated data collection and analytics using DevToDev SDK
- Planned and prioritized programming tasks for team in conjunction with producer
- Managed building and deploying to mobile app stores via Unity Cloud Build and Fastlane
- Authored documents outlining code style guidelines and version control practices

Custom C++ Game Engine — Jan-Apr 2020
Programmer

- Built 2D game engine in C++ using SDL
- Implemented resource management system for optimizing memory usage by caching art assets
- Created 3 different games built with the engine to test its flexibility
- Produced MoSCoW milestones for smooth and steady development progress

SKILLS

Languages: <u>Proficient</u>: C#, C++, Java   <u>Familiar</u>: JavaScript/TypeScript
Systems: Windows, PS5, XBSX/S, iOS, Android, MacOS, Linux
Tools: Visual Studio, Perforce, Ansible, WPF, Unity, Git, PlasticSCM, Jenkins, Fastlane

EDUCATION

Northeastern University, Boston, MA — Sept 2017-May 2021
Khoury College of Computer Sciences
Bachelor of Science in Computer Science & Game Development
Honors: **GPA: 3.9/4.0,** Dean's List, Achievement Award Scholarship

INTERESTS

Snowboarding | Fighting Games | Thrift Shopping | Music Festivals | Drag | Cats | Local Artists