

Olyvia Islar

Game Developer

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Education

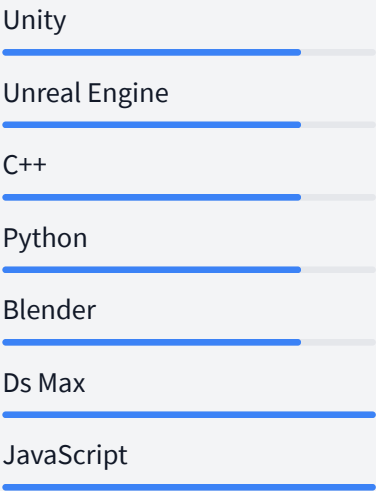
Bachelor of Science in Game Development at University of Wyoming, Laramie, WY
Aug 2018 - May 2022

Relevant Coursework: Game Design, Game Programming, Computer Graphics, Interactive Storytelling, Artificial Intelligence, Virtual Reality, 3D Modeling, Animation, Level Design, Game Engine Architecture, and Game Networking.

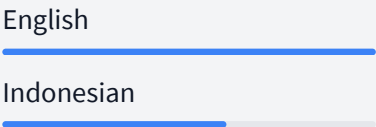
Links

[linkedin.com/in/olyviaislar](https://www.linkedin.com/in/olyviaislar)

Skills



Languages



Profile

Game Developer with 1 year of experience in designing and developing engaging, interactive gaming experiences. Proficient in various programming languages and game engines, with a strong foundation in game design principles and a commitment to continuous improvement. Demonstrates excellent problem-solving skills, attention to detail, and a passion for creating immersive gameplay experiences. Seeking opportunities to further develop skills and contribute to innovative game development projects.

Employment History

Lead Game Developer at Wyoming Interactive, WY
Feb 2023 - Present

- Led the development and launch of Wyoming Interactive's top-selling game, "Wild Frontier," which generated over \$10 million in revenue within the first year and attracted over 2 million users worldwide.
- Successfully managed a team of 25 developers, artists, and designers to complete the highly anticipated sequel, "Wild Frontier: New Horizons," within 18 months, resulting in a 30% increase in company profits and a 50% growth in active users.
- Implemented innovative performance optimization strategies that reduced game loading times by 40%, significantly improving user experience and contributing to a 20% increase in daily active players.

Associate Game Developer at Laramie Game Studios, WY
Aug 2022 - Jan 2023

- Developed and launched a successful mobile game that generated over \$2 million in revenue within the first year at Laramie Game Studios, WY.
- Implemented innovative game mechanics that increased player retention by 35% for an existing title, leading to a 20% increase in in-game purchases.
- Collaborated with a team of designers and programmers to create a new game engine, reducing development time by 25% and resulting in the release of two additional titles within the year.
- Designed and implemented an engaging multiplayer system for a popular game, attracting over 500,000 active users within six months and boosting overall company revenue by 15%.

Certificates

Unity Certified Expert: Gameplay Programmer
Sep 2021

Unreal Engine Developer Certification
Dec 2019

Memberships