

Christian Rucki

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Work Experience / Projects

Junior Software Engineer (Unity, PC)

May 2024 - Oct 2024

Chico State Enterprises, Aftershock Forecaster

- Implemented core gameplay features, including a strategy game camera controller, a dynamic smartphone-inspired user interface, and a grid-based system for applying seismic data
- Managed a bug-tracking board using Jira, authored comprehensive test cases, and streamlined debugging process to ensure high-quality gameplay experiences
- Oversaw build engineering processes, creating and managing scheduled game builds to maintain stability, optimize performance, and support consistent playtesting

Gameplay Engineer (Unity, PC)

Sep 2023 - Dec 2023

Chico State Game Studios, Robo Rummager

- Designed a state machine and implemented the logic for a melee and ranged enemy in a first person "looter shooter" style of game
- Rigged enemy character models and implemented blend tree animations which used both IK and keyframe styles of animations
- Developed a goal-based tutorial system to guide players through the start of the game, leading to a 50% increase in players' understanding of the game's mechanics according to surveys

Project Lead / Gameplay Engineer (Unity, PC)

Feb 2024 - May 2024

Chico State Game Studios, Ratsketball

- Collaboratively brainstormed concepts for an action sports game and then created a game design document and asset list requirements list for a specific idea
- Lead responsibilities included managing an AGILE development and bug board via Jira / Trello, conducting team stand ups / sprint reviews, and creating a game design document
- Developed a third person player controller with procedural IK animations, a "beat 'em up" combat system, and multiple unique power ups

Gameplay Engineer (Unity, Mobile [Google Play])

Sep 2024 - Dec 2023

Chico State Game Studios, Out of Ashes

- Reduced user reported bugs and crashes by over 50% after I identified and fixed root causes of most common user reports
- Developed AI logic for an idle-based mobile game that would contain potentially hundreds of agents collecting and depositing resources around a city
- Implemented the Event Bus and Singleton design patterns to help with the level transitions and data management between them

Project Lead / Gameplay Engineer (Unity, PC)

Global Game Jam 2023

Independent, Eat Your Damn Vegetables

- Programmed pathing logic for enemies using state machines, nav meshes, and animation trees
- Worked closely with various other disciplines to understand their workflow and implement models and animations into the final product

SKILLS

C# | HTML/CSS | Unity | Unreal (Blueprints) | Maya | Strategy Patterns | GitHub | Jira | Notion | Figma

EDUCATION

Bachelor of Science, Computer Animation and Game Development

Chico State University

ORGANIZATIONS AND AWARDS

- Certified Tester Foundation Level from ASTQB - ISTQB Dec 2024
- Chico State's Excellence In Computer Graphics Award May 2024
- GDC Conference Associate Mar 2024
- 2k Gamelabs Playtester May 2019