

# Sarah Herzog

Portfolio: [codingdino.com](http://codingdino.com) | (+44) 7936 434640 | [sarah@codingdino.com](mailto:sarah@codingdino.com)

## Summary

Game developer with 10+ years of experience and diverse background in education and engineering. MSc in Computer Games Technology; expert in a variety of computer languages, tools and engines; excellent soft skills. Seeking opportunities to leverage unique perspectives and experience to transform designers' ideas into reality. Right to work: UK and USA.

## Technical Skills

- Languages: C++ (13 years), C# (10 years), Lua (2 years), JSON, XML, JavaScript, Python
- Tools: Unity (10 years), Git, SVN, Jira, Trello, Slack
- API and Libraries: Monogame, SFML, OpenGL
- Functionality: UI, Gameplay, Tools, Porting, Shaders, Anti-Hacking

## Soft Skills

- Communication: Lecturer at Fife College; blogger; writer; technical documentation.
- Teamwork: Worked in international teams at WoW-Pro, Ninja Kiwi, and devcom.
- Organization: Producer with Boulder Games, lecture planning at Fife College
- Independence: Worked with off-site designers at Ninja Kiwi; Self-employed work with Boulder Games micro studio; initiated multiple Fife College projects.

## Experience

### Games Development Lecturer | Fife College

Glenrothes, Scotland | September 2017 - Present

- Teach C++, C#, Unity, Monogame, SFML, OOP, game design, character creation, digital marketing, and user experience design.
- Organize activities including game jams, esports teams, contests, and expos.
- Foster industry-academia connections through professional organizations and events.
- Shortlist for Best Educator award at Scottish Games Awards 2023.

### Programmer, Producer | Boulder Games

Dundee, Scotland | March 2014 - Present

Released: [Combo Carts](#), [Soulmates](#)

In-Progress: [Armoured Engines](#), [Stardust Survivors](#)

- Sole programmer and producer at indie micro-team Boulder Games.
- Develop using the Unity game engine in C#, in both 2D and 3D.
- Create level-editing tools and editor extensions to aid the design process.

## Game Programmer | Ninja Kiwi Europe

Dundee, Scotland | September 2013 - December 2016

Released: [Bloons TD 5](#) (MacOS Port), [Bloons Monkey City](#), [Bloons TD Battles](#) (Updates)

- Programmed UI, gameplay, porting, anti-hacking measures, third party integrations.
- Native game app development using C++ and JSON on iOS, Android, MacOS, and PC.
- Refactored code and created tools which improved the development process.
- Fixed bugs both on in-development titles and live published games.

## Quality Assurance Intern | Intel

Portland, Oregon | July 2011 – August 2012

- Member of the QA team testing the Intel smart TV Flash plugin.
- Developed bash scripts and tools to streamline QA process and improve efficiency.
- Team efforts resulted in official Adobe certification for the Intel smart TV platform.

## Lead Addon Developer | WoW-Pro

Online | April 2010 – December 2010

Released: [WoW-Pro Addon](#)

- Led global volunteer team to create World of Warcraft addon for strategy guides
- Created a simplified language and Lua-based interpreter and companion addon.
- Over 200,000 downloads at time of leaving the project, and over 2 million to date.

## Chemical Engineering | ATI Wah Chang, ON Semiconductor, Oregon State University, etc

Oregon and Washington | July 2006 – September 2010

- Previous career provided a rigorous math and physics background.
- Experience presenting results, problem solving, and working with data.

## Education

MSc Computer Games Technology, University of Abertay, 2014, *distinction*

Dissertation: Dynamic Game Scenario Generation Using Procedural Techniques and Process Control Methodology

BSc Chemical Engineering, Oregon State University, 2009, *Cum Laude*

Additional Coursework in Business Law, Marketing, and Entrepreneurship

## Bonus

**Favorite Games:** Bastion, Legend of Mana, Baldur's Gate 3, Dwarf Fortress, Genshin Impact, Stardew Valley, Katamari Damacy

**Volunteering:** Coder Dojo mentor, devcom conference associate, British Esports Student Champs lecturer facilitator

**Hobbies:** Crochet Amigurumi, Playing Ukulele, Reading, Dungeons and Dragons, Singing/Choir