

Wyatt Marvil

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EDUCATION

Rensselaer Polytechnic Institute (RPI), Troy, NY

May 2024

Bachelor of Science in Computer Science and Games and Simulation Arts and Sciences, GPA 3.91/4.00

Bachelor of Science in Computer and Systems Engineering

EXPERIENCE

Epoch Games

December 2021 – Present

Unreal Engine Technical Artist

- Developed shaders, lighting, and visual effects in Unreal Engine 4 with a focus on optimization and performance for the large-scale AAA quality open-world RPG [The Lays of Althas](#)

Knucklebones Interactive

June 2021 – Present

Lead Gameplay Programmer

- Assumed the additional responsibility of leading weekly department meetings and mentoring new developers
- Worked alongside the Project Managers to orchestrate collaboration between departments (art, design, gameplay, narrative, sound)
- Took responsibility for overall architecture and delivered two projects from concept to prototype

Knucklebones Interactive

January 2021 – May 2021

Gameplay Programmer

- Delivered an open-world multiplayer educational game from concept to prototype alongside a team of 11 others using Unity
- Took responsibility for client-side gameplay systems

Astronauts

June 2021 – Present

Gameplay/Graphics Programmer

- Cofounded indie game studio, and our first title [Tempo](#) reached Top 5 Trending on Steam and had over 40,000 players in the first month
- Participated in an incubation program for indie game startups and rapidly prototyped several video game projects with intentions to polish and publish

Optum

May 2021 – August 2021

Associate Software Engineer

- Collaborated on a small internal development team creating tooling to expedite the development of healthcare software
- Participated in two-week sprints and led product pitches in Shark-Tank style presentations

RazorEdgeGames

April 2021 – June 2021

Tools Programmer

- Led small team in development of backend development tools for the AAA title [Eden Falling](#) and provided support for the gameplay programming and design teams.

PROJECTS - github.com/2020wmarvil/

[WheelSteal](#) – Competitive multiplayer educational game developed over 6 months (Unity)

[Ghost Town Gunner](#) – Top-down western shooter, honorable mention in the Berkeley College Game Jam (Unity)

[ShaderCookbook](#), [UnrealShaderTechniques](#) – Chronicles of my case studies in writing shaders (Unity, Unreal)

[OpenGL Engine](#) – 3D Rendering Engine using OpenGL and GLSL

[OTIS](#) – Occupancy Tracking System using computer vision, machine learning, and full stack web technologies

RELEVANT COURSEWORK

Data Structures, Algorithms, Computer Vision, Artificial Intelligence, Parallel Computing, Game Engine Architecture, Computer Architecture, Embedded Programming, Discrete Math, Multivariable Calculus, Linear Algebra, Differential Geometry, Computational Geometry

SKILLS

Programming Languages: C++, C, C#, Python, Java, Lua, HTML, CSS, JavaScript, GLSL, HLSL

Technologies: OpenGL, Vulkan, SDL, Love2D, Node.js, Django, React.js, MongoDB, AWS, OpenCV, TensorFlow

Software: Linux, Git, Visual Studio, Unity, Unreal Engine 4, Blender