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

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

Aestronauts   *June 2021 – Present*
Gameplay/Graphics Programmer
- Cofounded indie game studio, and our first title Tempo reached Top 5 Trending on Steam and has over 40,000 lifetime players
- 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.

Nebula Space Enterprise   *November 2020 – January 2021*
Software Engineer Intern
- Researched, designed, and implemented solutions for a high-performance cluster computing system to survive environmental conditions in low earth orbit
- Contributed to payload design for multi-million dollar image processing satellite

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