

WYATT JOHNSON

GAME PROGRAMMER

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Experience:

Amnesty, June 2017 - Present

Programmer

Developed in an existing codebase to design, prototype, and implement new gameplay mechanics and behaviors in Unreal Engine 4 for a dark fantasy asymmetric multiplayer first-person action game. I collaborated with a team of programmers to further develop the game's online network functionality, rigged a major character for animation, constructed the game's website, and led the development team during a sprint using Agile methodology.

Neak Ta's Wrath, March 2017 - June 2017

Lead Programmer

Designed and constructed gameplay systems for a ghostly stealth and possession game. Implemented all game mechanics and AI characters in Unreal Engine 4, led team sprints using Agile methodology, and managed the team's Perforce version control and backup software.

SCAD Humans vs Zombies, March 2016 - March 2017

Gameplay Coordinator

Led a team of developers to design, organize, and run a five-day game of tag with more than two hundred players. I supervised the design of the game's rules, missions, classes, and gameplay, built and maintained the game's web functionality, directed in-game events, and enforced game rules.

Programming Languages:

C++
Java
C
C#

Skills:

Unreal Engine 4
Agile Methodology
Perforce
Web Development
Adobe Photoshop
Autodesk Maya
Headus UV Layout

Education:

Savannah College of Art and Design

B.F.A in Interactive Design and Game Development, 2017

Montana State University

Studied Computer Science 2011-2014 before transferring to SCAD