GREGORY ALLEN

GAMEPLAY PROGRAMMER

LINKEDIN ***GITHUB*** ***PORTFOLIO***

CONTACT

Phone
941-585-2258

Email
traquanallen.gtta@gmail.com

Address
Orlando, FL 32826

SKILLS

Programming Languages

- C
- C++
- C#
- HLSL
- Java
- Python
- 68K Assembly

Tools

- Unity
- Unreal
- Blender
- Jira
- Trello
- Git
- Perforce
- SDL
- Direct X11
- Confluence

EDUCATION

University of Central Florida
Florida Interactive Entertainment Academy
Masters of Science, Interactive Entertainment
Graduation Date: 2023

University of Central Florida
Bachelors of Science, Computer Science
Minor, Math
Certification, Cyber Operations
Graduation Date: 2022

EXPERIENCE

SWAG, Anna's Ascent **Sept '23 - Feb '23**
Gameplay Programmer

- Female-led development team creating a horror game demo: Anna's Ascent.
- Play as Anna, a Finnish paramilitary member of the Lotta-Svard Association during the Continuation War. Separated from your mushing dog Valo, experience the horrors of Finnish purgatory in the tunnels of the Salpa Line.

Get in the Box Studios, Deckweaver: Descent into Chaos **Aug '23 - Dec '23**
Gameplay Programmer

- Capstone Project with a team of 32 developers composed of artists, programmers, and producers.
- Handled bugs fixes in enemy behavior in terms of enemy grouping on attack and making boss mechanics for melee combat and player proximity knockback.

Three Owls In a Trenchcoat, Bloodsong: Call of the Siren **Jan '23 - Dec '23**
Gameplay Programmer

- Capstone Project with a team of 21 developers composed of artists, programmers, and producers.
- Assisted tech designers with implementing puzzle mechanics for Project Aqua: Bloodsong.
- Designed the AI behaviors for the enemy types in the project; behaviors included player sensing, attacking, retreating, player stuns, and implementation of animations.

PROJECTS

Souls-Like Combat System **Dec '23 - Present**

- Currently developing a third-person combat system similar to Lies of P to simulate engaging combat dynamics while working on integrating the combat system, focusing on fluidity, responsiveness, and modularity in player interactions, attacks, and reactions.
- Utilizing C++ and Unreal Engine for coding and optimizing combat mechanics, ensuring precise hitboxes, realistic enemy AI behaviors, and effective player attack feedback.

Third-Person Climbing System **Jan '24 - Present**

- Currently, I am developing and implementing a third-person climbing system using C++ in Unreal Engine, aiming to enhance player interaction possibilities. I have integrated an animation pack for climbing animations and am actively working on integrating these animations with my climbing system within the testing environment

FIEA Game Engine **Jan '23 - Apr '23**

- Custom Data-Driven Game Engine which has the capability to parse through JSON data at runtime to create user-defined class structures and instances
- Implemented programming Design patterns include Abstract Factory, Observer Pattern, Composite, Singleton, and Chain of Responsibility.
- Created Custom containers: Singly linked list, Vector, HashMap, and Datum.
- Tested project functionality by utilizing MS Unit Test Framework.