Your Name

Gameplay Programmer | Unreal Engine & Unity

jou@uiw.edu | ♦ linkedin.com/in/you | ⊕ yourweb.com | ♣ github.com/your-dev

Education

University of the Incarnate Word — Game Programming Concentration (BFA)

Expected Graduation: May 2028

Relevant Coursework: Programming Languages, Game Engines, Game Programming I & II,

Technical Direction.

Technical Skills

Languages: C++, C#, Python

• Game Engines: Unreal Engine 5, Unity

• Tools: Git, Perforce, Visual Studio, Rider, VS Code

• Other: Gameplay Ability System, Blueprints, Docker (for server orchestration)

Projects

MOBA Prototype – Unreal Engine 5

- Implemented abilities using Unreal Gameplay Ability System (GAS)
- Designed networked session logic with Docker-based dedicated server for multiplayer testing
- Integrated AI bots with Behavior Trees and perception components for combat encounters

VR Hands of God – Unity, C#

- Built VR interactions: navigation, drag & drop, throw, UI interactions.
- Optimized scene mesh to reach at least 90 FPS
- Implement world space inventory system

Experience

Teaching Assistant – Game Programming I | UIW (Spring 2025)

- Guided 20+ students through debugging C++ gameplay systems and Unreal Blueprints
- Assisted in grading assignments and creating code samples for lecture demos

Awards & Activities

- Winner, Global Game Jam 2025 Developed "Skyforge" prototype in 48 hours
- Presenter, UPGRADE Conference 2025 Student Game Showcase