Your Name

Gameplay Programmer | Unreal Engine & Unity

✉ you@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