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