

# Christopher Wilt

Game Engineer

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## SKILLS

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- C++ / C#
- Python
- Java
- Debugging
- Unreal Engine
- Unity
- HTML / CSS
- Node.js
- MATLAB
- SQL
- Multithreaded Programming
- Source Control (Github / Perforce)
- Blender
- GFX/VFX
- Database Skills: Stored Procedures, Triggers, Views, Normalization (3NF), Indexing & Query Optimization, T-SQL, Relational Schema Design.
- Backend Concepts: Client-Server Architecture, Distributed Systems, User Session Management, ACID Transactions.

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## ACADEMIC EXPERIENCE

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### Technical Lead - Delivery Detonation

Jan 2026

Liberty Studios FS (DEV6), Full Sail University

- Created a Multiplayer Third-Person Timed Physics-Based Platformer. The player is as an over caffeinated courier trying to deliver packages within a urban city designed by a mad man. The City's physics based props will hinder the player's ability to deliver on time. The player has to complete the objective within a timely maner to score points and stay caffeinated, other wise the player will crash out.
- As the Lead Developer, directed the game concept from scratch with creative vision. Strategized and built the core gameplay mechanic systems and player physics using knowledge of the Chaos Physics System inside Unreal. Implemented Online Subsystems and handled complex Server Replication tasks (Device ID login, replicated C++ classes).
- Utilized Unreal Engine 5.6.1 for the Game Engine. Perforce for source control. Jira/Confluence for sprint planning and Change-Logs. Fab Marketplace for Assets. Blender for custom assets.
- Reviewed teammate feedback, by hosting a session, which correctly logged me in, and says my display username, invited the teammate, Let them join, creating there own user id, then made sure replication was working correctly for the menus, UI, player interaction, movement, and physics. Tested LAN matches opening 4 clients.

### Project Lead/ Solo Dev - UE5 Multiplayer FPS Framework

Sep 2025 - Present

Personal Project, Remote

- Creating a Multiplayer First Person Shooter Framework. This Framework is a mix of Call Of Duty Feel, mixed with Valorant type gun play and abilities. This will be the "Core" of my personal passion project that I have yet to create.
- As the Solo Developer, directed the motives and feel behind these mechanics, driving the player to be engaged and locked in. The current player mechanics consist a fast paced system that includes sliding, jumping, crouching, and locomotion states. The weapon mechanics include a Triple-A style system with an attachment system and different anim states. Players can feel like they are playing a fast paced FPS, while also needing to rely on strategic moves just like Counter-Strike or Valorant.

- Utilizing Unreal Engine 5.4. EIK EOS system for easy Online Multiplayer Integration. Fab and Blender for assets, models, and animations.

### **Audio / Gameplay Engineer - Space Race**

Nov 2025

DEV 5, Full Sail University

- Space Race is a Top down 2D style Arcade classic with 3D Models that took inspiration from the Star Destroyer Arcade Game. We developed this game with no game engine. The player can shoot enemy spaceships to earn points and a leaderboard system is put in place as well. The Enemies drop power ups for different abilities.
- As the lead Audio Engineer as well as gameplay mechanics, I built a audio system that effectively sounds identical how an arcade classic should sound. Game Engineer side of things i created a Nuke power up that destroys all enemies on screen, but limits the score gained from the enemies destroyed, as well as the menu select with arrow key setup.

### **Gameplay Engineer - Archmage**

Feb 2025

FSJabronies (DEV 3), Full Sail University

- Archmage is a third-person, single player, RPG Dungeon game that the player must defeat the the Enemies Wizards and find the next room until you reach the final boss fight, with each room having its own unique Dungeon style and player interactions.
- As the Gameplay Engineer of Archmage, our second Unity Game, I built the Inventory systems, Player UI, Item Pickups, Potions, Chests, as well as the Keys in the Game to unlock the different Chests.

### **User Session & Security Analysis System (MySQL)**

Jun 2025

Information and Database Systems, Full Sail University

- Log Analysis Architecture: Designed a relational schema to parse and store raw web server logs, tracking User IPs, Session Durations, and Access Patterns to identify high-traffic events.
- Security Auditing Queries: Wrote complex SQL scripts to detect anomalies, such as identifying potential bot traffic or unauthorized access attempts by analyzing UserAgent strings and IP frequency.
- Automated Reporting: Implemented Stored Procedures and Views to auto-generate daily traffic reports, aggregating millions of raw log entries into actionable metrics for system health monitoring.

### **Vehicle Data Warehouse Optimization (MySQL)**

Information and Database Systems, Full Sail University

- Database Normalization: Re-architected a flat-file dataset of 30,000+ records into Third Normal Form (3NF), reducing data redundancy by 60% through the creation of lookup tables.
- Query Performance: Optimized high-volume search queries using Clustered and Non-Clustered Indexes, reducing execution time for complex joins.
- Data Integrity: Enforced referential integrity using Foreign Key Constraints and implemented Transactions to ensure atomic updates across multiple tables.

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## **EDUCATION**

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**Bachelor of Science in Game Development (B.S.)**• Full Sail University, Winter Park, FL

April 2026