CLINT GALVEZ

Ottawa, ON
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EDUCATION

Honours Bachelor of Computer Science – Computer Game Development Carleton University, Ottawa, ON
With High Distinction

TECHNICAL SKILLS

Languages C/C++/C#, GDScript, Python, Java, JavaScript, HTML, CSS, VB, Bash
Tools Unreal Engine (C++/Blueprints), Unity, Godot, Git/SVN, Visual Studio, Linux, Jenkins, Atlassian, Azure, Jira, Docker
Concepts Data Structures & Algorithms, OOP, Multi-threading, Machine Learning, Computer Vision, Pipelines, Agile, Networks

WORK EXPERIENCE

Unreal Engine Developer **May 2024-Present**
Carleton Immersive Media Studio

- Developed an Unreal Engine plugin enabling real-time PostgreSQL database access during runtime, extending engine capabilities for dynamic data-driven applications
- Pioneered Pixel Streaming on Linux to deliver scalable, low-latency, browser-based access to containerized Unreal Engine instances
- Automated deployment and scaling of Unreal Engine apps using containers, improving resource utilization and availability
- Rehauled and optimized core game mechanics and automated setup processes, achieving a 30% performance increase and enhanced user experience
- Conducted UI/UX improvements based on user testing, including new app mode functionalities
- Independently researched and documented technical topics for studio usage
- Actively contributed to Agile sprints and rapid iteration cycles

Software Automation Engineer **May 2023-December 2023**
Lumentum Operations LLC

- Automated file dependency management and built CI/CD pipelines; streamlining development, deployment workflows and eliminating manual file updates across multiple projects
- Designed and developed virtual devices to eliminate hardware dependencies for code and unit testing
- Developed error reporting and GUI tools, boosting productivity by 80% in manufacturing data workflows
- Collaborated with cross-functional teams to resolve software issues and deliver high-quality products
- Implemented performance testing procedures and maintained documentation for automated test systems

PROJECTS

Honours Project – Human-Like Behaviour (Unreal Engine) [C++/Blueprints] ***Available on GitHub***

- Developed a 3D stealth game environment in Unreal Engine 5, implementing advanced movement mechanics (walking, sprinting, jumping, crouching, traversal) and dynamic level design to support AI training and evaluation
- Designed and trained AI agents using Unreal Engine's Learning Agents plugin, leveraging both reinforcement and imitation learning to create non-player characters that mimic human-like stealth and pursuit behaviours
- Engineered a hybrid AI architecture combining neural networks with behaviour trees, enabling adaptive, context-aware decision-making and seamless switching between machine-learned and rule-based behaviours
- Conducted iterative testing and optimization of AI training parameters, including reward shaping, episode management, and environment complexity, to improve agent performance and generalization
- Collaborated with playtesters to collect human gameplay data for imitation learning, refining AI behavior to closely match real player strategies and movement patterns

Dark Souls Clone (Unity) [C#] ***Available on GitHub***

- Built modular systems for movement, combat, and weapon management
- Implemented controller and keyboard input mappings for various systems