Colin Henderson

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**Objective:**

Motivated, team-oriented Games Programmer with moderate experience in writing with C++ and C# languages increasing flow and scalability within projects. Furthermore, I am familiar with the Unity and Unreal game engines and am able to work well either alone or with a group.

**Experience:**

2017-2018 **Hangtime Studios** Worcester, MA

*Gameplay and UI Programmer*

Worked with other team members to rework and clean up the existing UI framework for our game. Collaborated with project leads to implement gameplay features in C# under the unity Game engines proprietary language. Delivered a polished product onto the Steam games Store.

2018-2019 **Project Capricorn** Worcester, MA

*Gameplay Programmer*

Worked alongside and consulted with designers and project leads to incorporate gameplay systems using Unity’s existing C# framework. Assisted in management of project scope to produce fun and easy to implement mechanics that aligned with the projects original vision.

2019-Present **Journey to Blackwood** Worcester, MA

*Gameplay and UI Programmer*

Assisted project leads in developing gameplay systems associated with the entities requirements for the project. Used Unity’s proprietary C# language to provide more functionality to tools needed upon the designer’s requests. Updated and maintained existing code standards to fit within the new project scope.

**Education:**

Soon to be graduating from Becker College with a degree in Game Design focusing on programming.

Various workshops and panels grasping a better knowledge of the industry.