

Wyatt Crocker

Full-stack Software Engineer & Game Developer

Salt Lake City, UT

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Croc-ker

wyattcrocker

Skills & Tools

Unreal Engine



Visual Studio 20XX/Code



Blender



Trello



Unity



Vite



pgAdmin

Actively Learning



Jest



AWS

Actively Learning



Programming Languages

C#



C++



Javascript

+ TypeScript + Node.js



React



Python



Java



PostgreSQL

Actively Learning



Strong problem-solving skills with a focus on listening to others and breaking down complex challenges into manageable steps. Dedicated to delivering exceptional performance, regardless of constraints.

Proficient in Unreal Engine with over 3 years of experience in C#, C++, and JavaScript. Actively working with React and Typescript to create an exceptional front-end for the Adobe Workfront Instance Provisioning team.

Industry Experience

Adobe

Full-stack Engineer

April 2025 - Present

Salt Lake City, UT

<https://www.adobe.com/>

- Collaborating with Adobe Workfront Instance Provisioning team to internally create a streamlined process of setting up a new Workfront instance in a centralized application.
- Working with React, Node.js, Type/JavaScript, CSS, and Adobe React Spectrum to create a front-end.
  - Participating in daily stand-ups and progress reports
  - Taking certifications for Adobe's project management tool, Workfront

Neumont Game Studios

3D Modeler and Gameplay Developer

Jan 2025 - Mar 2025

Salt Lake City, UT

- Built a game project titled "Warmonger:45"
- Created movement mechanics and weapon aiming system in a first-person environment
  - Modeled and rigged firearms for use in-game
  - Used animation blueprints, inverse-kinematics, and control rigging in Unreal to allow a visually enjoyable gameplay experience

Education

Neumont College of Computer Science

Bachelor's in Software and Game Development

Sept. 2022 - Sept. 2025

3.93 GPA

<https://www.neumont.edu/>

Accelerated learning program that allows four years of learning in only three.

Notable Projects

Warmonger:45

Unreal Engine Game

Jan 2025 - Mar 2025

Game created in Unreal Engine 5.5 as a collaborative project at Neumont Game Studios

Unreal Engine, Blender, 3D Modeling, 3D Animation, Game Design, C++, Trello

Other Skills

Role Flexibility                      Problem Breakdowns                      Quick Learning