Vincent J. Allen

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Skills

General: Teamwork, Communication, Collaboration, Project Management, Time Management, Conflict Resolution, Adaptability, Problem Solving, Self -Learning, Creativity, Attention to Detail

Languages: C++, C#, Java, JavaScript, Python, Lua, HLSL, GLSL, WebGL, GDScript, JSON, XML

Tools: Unity, Unreal Godot, Game Engines, Visual Studio, Eclipse, IntelliJ, PyCharm, Trello, Git, GitHub, Google Suite, Microsoft Office, Azure, Figma, OpenGL, Vulkan

Education

Bachelor of Science in Computer Science and Software Engineering *September 2019 - August 2023*

University of Washington Bothell - GPA: 3.33

Dean's List: Spring 2020, Autumn 2020, Autumn 2021, Spring 2022, Autumn 2022

Relevant Coursework: Project Management, OOP, Data Structures, Algorithmic Design, Linear Algebra, Discrete Mathematics, Artificial Intelligence, Computer Graphics, Game Development, Game Engine Development, Multithreading, Networking, Backend, Frontend, Full Stack

Technical Projects

Gameplay Programmer *July 2021 - August 2021*

Penguin Wars – Bothell, WA

Tri-Campus Game Jam project developed over 2 months in C# focusing on a strategic war between penguins.

- Developed UI, VFX, general gameplay programming, and debugging with a team of 6 developers.
- Collaborated with a team of 3 software engineers, 2 artists, and 1 sound designer via Unity, GitHub, and Discord

Itch.io: https://kylevh.itch.io/penguin-wars
Technical Skills: HLSL, C#, UI, VFX

Technical Artist *June 2023 - August 2023*

MechaPunk Fury – Bothell, WA

2D side-scrolling beat-em up capstone game where the player fights through hordes of various punk enemies.

- Designed player state machine architecture to enable quick, dynamic development and feature adjustments.
- Followed SCRUM methodology to enable quick adjustments to project requirements based on provided feedback.

GitHub: https://vibble.itch.io/mechapunk-fury
Technical Skills: SCRUM, OOP, C#, Unity, VFX, Git, Visual Studio

Engine Programmer *January 2022 - March 2022*

Web-Based Game Engine – Everett, WA

Game engine written in JavaScript for designing 2D web games, under the instruction of Professor Sung.

- Supported dynamic lighting, PBR materials, and custom shaders through WebGL.
- Implemented multithreading for the separation of physics, CPU, and engine bound operations.

Technical Skills: JavaScript, Git, Algorithms, Shader Pipeline, Multithreading, Engine Design

Relevant Experience

President *November 2019 – September 2021*

Husky Game Dev – Bothell, WA

- Cultivated a supportive and active game development community on campus over the course of 3 years.
- Founded the Husky Game Dev student organization with a community of over 270 members.
- Lead and managed a team of over 12 officers for both club and project management.
- Organized competitive game jams with a total of over 60 developers, 20 submissions, and 9 industry panelists.