

# Devin Henderling

## Gameplay Engineer

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GitHub: [github.com/DevGameDev](https://github.com/DevGameDev) – LinkedIn: [linkedin.com/in/devinhenderling/](https://linkedin.com/in/devinhenderling/)

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## Work Experience

- **Gameplay Engineering Intern - *Call of Duty* - Treyarch** June 2023 - September 2023
    - Contributing C++ code to gameplay and data systems in a proprietary engine
    - Coordinating on AAA project with production and design department stakeholders
  - **Engineering Contractor - *Villagers and Heroes* - Mad Otter Games** June 2022 - October 2022
    - Implemented the redesign of a major player-facing monetization system
    - Collaborated with art leadership to implement backend and UI specifications
    - Developed multi-platform Python code for PC, IOS, and Android
  - **Coding Instructor - Code Ninjas** June 2022 - October 2022
    - Lead game development summer camps using Lua in Roblox Studio
    - Taught students Scratch and online content-creation skills
  - **Programming Intern - *Villagers and Heroes* - Mad Otter Games** January 2022 - June 2022
    - Extended and debugged major gameplay systems based on player feedback
    - Produced tools for GM server management
  - **Research Assistant - Jaralabs, University of Oregon** January 2020 - June 2021
    - Wrote Python code for data analysis and created figures representing results for publication
    - Trained and provided care for animal subjects during experimentation
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## Education

- BS in Computer Science, Minors in Chemistry and Biology** GPA 4.0 | December 2023
- Coordinator, Game Development Club May 2022 - December 2023
  - Lead meetings, facilitated game development projects, arranged industry speakers
- Peer Leader, Class Encore August 2022 - January 2023
  - Planned and instructed supplemental learning sessions for computer science undergraduates
- Outreach Representative, Student Health Advisory Committee September 2019 - November 2020
  - Managed projects to advocate for student wellness, including distribution of menstrual cups on campus

### Notable Coursework

Computer Graphics, Intermediate Data Structures, Computational Sciences, Computational Aesthetics, Discrete Math, Scientific and Technical Writing, Physics, Time-Based Digital Art

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## Projects and Publications

- **Dodge n' Roll:** 2D Unity game developed with a team of four. Coordinated team responsibilities and designed project system architecture. Wrote extensible and modular C# code by game design.
  - **Sound-Evoked Responses of Distinct Neuron Classes from the Tail of the Striatum, eNeuro 9(5), (2022):** Analyzed behavioral and electrophysical datasets to produce statistical findings for peer-reviewed study.
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## Skills

- Languages: C/C++, Python, C#, Lua, SQLite.
- Software Development: Unity, Git, Perforce