

Devin Henderling

Gameplay Engineer

Website: <https://devinhenderling.com/>

GitHub: <https://github.com/DevGameDev> – LinkedIn: <https://www.linkedin.com/in/devinhenderling/>

Work Experience

- **Gameplay Engineering Intern - *Call of Duty* - Treyarch** June 2023 - September 2023
 - Contributed Script and C++ code to gameplay and data systems in a proprietary engine
 - Coordinated 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 3.97 | 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

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.
- Development Tech: Unity, Git, Perforce, Confluence