

Allen Morin

Game Programmer

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ABOUT

I'm a passionate game developer with a lifelong love for gaming and a drive to make games. I love exploring and mastering new aspects of game engines, constantly expanding my skill set.

EXPERIENCE

Gameplay Programmer - Unreal Engine UIW Senior Thesis Project - Soulight

August 2024 - Present

- Created a procedural dungeon system using blueprint
- Implemented AI behavior with Unreals Behavior tree and Blackboard system
- Collaborated with artists to integrate 3D assets

Gameplay Programmer - Unity UIW Junior Game Jam

January 2024

- Managed a small team of artists, helped coordinate asset creation and implementation
- Created a horde survival game with a wave based system
- Created a balanced boss fight with 4 phases

EDUCATION

University of The Incarnate Word, San Antonio — BFA
3D Animation & Game Design
Concentration in Game Programming

August 2021 - May 2025

PLATFORMS

Github - DrakeSauce2

Instagram - DrakeSauce2

LinkedIn - allenmorin

SKILLS

Unity

Unreal 5

C++

C#

Blueprint

Github

Perforce

Maya