

Erick Latshaw

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Junior Game Programmer

SUMMARY

I am a passionate programmer and game developer with abilities in both 2D and 3D game creation. I have experience working in game jams as well as longer team projects. I am incredibly comfortable with version control and I pride myself in my clean code and game architecture with an emphasis on making designer-friendly, decoupled systems.

SKILLS

Git Version Control, Unity, Unreal Engine, C#, C++

PROJECT EXPERIENCE

SEPTEMBER 2021 – DECEMBER 2021

Heavenly Sin, Unity, 13-person Team - *3D Dialogue-driven murder mystery/platforming game set in the 1920s*

- Lead Programmer and manager of github throughout the entire project with no major loss of work
- Made and enforced a style guide as well as a github guide for team members
- Developed player controls, UI functionality, audio manager, settings manager, and save and load system
- Used scriptable objects as data containers, items, and events

OCTOBER 2021 – PRESENT

Derpy Derby, Unity, 2-person Team - *Online multiplayer party game where players control low-poly cars and smash into each other until there's a winner.*

- Managed github
- Developed car controller, audio manager, car stats, networking, settings manager, server list

OCTOBER 2020 - OCTOBER 2020

Spooker, Unity, 2-person GameJam - *Halloween themed game where you play as a ghost and scare candy from NPCs without being seen.*

- Managed github
 - Developed player controls, procedurally generated play field, AI movement for the NPCS
 - win/loss conditions, line-of-sight cones, and functionality to scare candy out of NPCs depending on proximity to them.
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EDUCATION

Expected May 2022

Marist College, Poughkeepsie, NY

BS, Games & Emerging Media - Technical Concentration