Erick Latshaw

erickjlatshaw@gmail.com | Portfolio

Skills

Tools: Unreal Engine 5, Perforce Helix Core, Blueprints, Unity, Git
Languages: C++, C#, Python

Experience

Lead Gameplay Engineer, Kuneho Studios – Remote   Jan 2024 – Nov 2025
- Lead Engineer of an 10+ member team to develop a 3D rhythm game in Unreal Engine and C++
- Designed the architecture and systems for the rhythm engine
- Implemented configuring songs and beatmaps in .json files to spawn the notes in real-time
- Helped develop a tool to easily edit the beatmaps in python

Lead Gameplay Engineer, Game Changer Studios – Remote   Oct 2022 – Sep 2024
- Lead Engineer of an 11+ member team to develop a 2D Infinite Runner in Unity and C#
- Optimized game for Mobile WebGL and PC WebGL and brought build size down from 218 mb to 48.5 mb
- Helped design, workshop, and implement almost every mechanic in the game
- Managed gitlab project, performed code review of every merge request, and organized milestones
- Supported over 10,000 concurrent players

TA for Game Design and Programming I, Marist College – Poughkeepsie, NY   June 2022 – July 2022
- Taught a group of 20 highschool students Godot over an intensive 3-week period
- Created Syllabus and lesson plans
- Taught game design patterns, clean code principles, and data structures

Commercial Projects

Ironclad   steam/ironclad
- Sole Engineer for Trash Planet Games and Ironclad, our co-op horror game where you and a small crew pilot tanks
- Developed in UE5 with C++ and blueprints; versioned with perforce helix core
- Server authoritative implementation for a listen server model
- Steam page generated 2000 wishlists in the first two weeks
- Replication for items, characters, vehicles, creature AI, and gamestate
- Implemented client prediction models, lag compensation, and server-side rewind to improve the feel and accuracy of replication

Whispering Abyss   steam/whispering-abyss
- 3D Unity Roguelike with Lovecraftian Themes with a development time of 5 months
- Developed maze-like procedural level generation with varying sizes that always connect all rooms
- Implemented enemy designs, behavior, and pathfinding
- Lead Engineer in a 20-person team, with a 5-person engineering department
- Managed the codebase with Github, enforced a style guide and project organization
- Followed Agile methodology and scrums

Education

Marist College – BS in Games & Emerging Media - Technical Concentration   May 2022