

# Ian Melvin

Game Engineer

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## SUMMARY

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- **Game engineer** with 3 years in development, 2 years in games / serious games, 1 year in QA
- **Languages:** C++, Blueprints, C#
- **Tools:** UE5, Unity, Visual Studios, Git
- **Games:** 8 titles (2 shipped, 1 unreleased, 1 cancelled, 4 QA)
- **Serious Games:** 6 titles (2 shipped, 1 unreleased, 3 cancelled)

## WORK EXPERIENCE

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### Faycrest Studios

Unreal Engine Developer

September 2023 – Present

Remote

- Integrate Vehicle AI and driving systems while expanding to release state
- Collaborate with artists to ensure stable pipeline for implementation of Power Up and UI updates
- Integrated into code base developed over 5 years while being the only engineer on the project at the time
- Instructing a Technical Intern for a 400 work hour internship for summer 2025
- Shipped a 4 player couch co-op soccer game used by DoorDash at the 2024 & 2025 MLS All-Star Game

### SEGS Lab – University of Vermont

Serious Games Developer

January 2023 – July 2025

Remote / Burlington, VT

- WebGL games in Unity used to study how people respond to flood warning, swine flu, data privacy, etc
- Projects funded by US government/science entities: NOAA, CIROH, and the EEID initiative of NSF
- Improved player load times by 30% by animation and general optimizations
- Developed a custom system to work around the incompatibility of Alembic Animations with WebGL.

### Weathered Sweater

QA Tester

October 2020 – January 2022

Remote / Burlington, VT

- Tested published games: Pupperazi, Skator Gator, Skator Gator 3D, and Dot's Home
- Provided full bug reports with video of bugs occurring

## PUBLISHED PROJECTS

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### DeadPedal ([Link](#))

Systems & UI Programmer (Unreal 5)

Fall 2022 – Spring 2023

Team Size: 19

- Built the initial vehicle AI and all of the Boss AI & Attacks
- Implemented player customization system, with no code knowledge needed to add options
- Integrated dynamic UI into the gameplay that hooks into the mission/narrative systems

## EDUCATION

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### Bachelor of Science in Game Programming, Minor in Mathematics

Champlain College

Fall 2019 – Spring 2023

Burlington, VT