

Ian Melvin

Game Programmer

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EDUCATION

Bachelor of Science in Game Programming, Minor in Mathematics

Champlain College

Fall 2019 – Spring 2023

Burlington, VT

TOOLS & SKILLS

- C / C++ / C#
- Visual Studios IDE
- Scrum and Agile framework experience during 3+ years of collaborative game development.
- Unreal Engine 5 / Unity
- Git Version Control

WORK EXPERIENCE

Contract Unreal 5/C++ Programmer

Faycrest Studios

September 2023 – Present

Remote

- Integrate Vehicle AI and driving systems while expanding the features of both
- Collaborate with artists to ensure their assets are compatible with the corresponding systems
- Working in a code base developed by multiple other programmers prior to me joining

Contract Unity/C# Programmer

University of Vermont SEGS Lab

January 2023 – Present

Remote / Burlington, VT

- Develop WebGL games in Unity for studying how people respond to situations, like flooding, with the data used for research papers
- Construct custom systems for things incompatible with Unity's WebGL builds (like Gifs & Fluid Simulation)
- Collaborate in meetings with fellow programmers and researchers to ensure the game gathers needed data

QA Tester

Weathered Sweater

October 2020 – January 2022

Remote / Burlington, VT

- Tested published games: Pupperazi, Skator Gator, Skator Gator 3D, and Dot's Home
- Provided reports of any bugs, how to cause them to occur, and the difficulty to cause the bugs to occur

PUBLISHED PROJECTS

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 a customization system using data tables, with no code knowledge needed to add new items
- Integrated dynamic UI into the gameplay that hooks into the mission/narrative systems

Mini Infinity ([Link](#))

Systems & UI Programmer (Unity)

Spring 2022

Team Size: 9

- Responsible for developing the Player, Enemy AI & Attacks, and Power Up from concept to polished state
- Designed and fully implemented the UI systems (Settings Menu and HUD)
- Connected player & enemy animations to the code base using Unity's Animation State Machine