

Ian Melvin

(315) 439-9741 | ian.r.melvin@gmail.com | Cazenovia, NY (Willing to Relocate)
<https://www.linkedin.com/in/ianrmelvin/> | <https://ianmelvin.github.io>

Skills

- Unreal Engine 5 - UMG - Figma - Unity - C/C++/C# - Agile & Scrum - Git

Projects

Dead Pedal, **Unreal Engine 5**, 23 Person Team, itch.io + [Steam](https://steamcommunity.com/app/1203200)

Systems & UI Programmer, September 2022 - Present

- Collaborated with UI/UX design members to implement wireframes in engine using UMG
- Developed data tables to interact with easily expanded player customization options for systems design to populate
- Integrated dynamic UI into real-time action gameplay that hooks into custom mission/narrative solution
- Constructed a comprehensive settings menu to manage in game graphics settings and controls options

Mini Infinity, **Unity Engine**, 9 Person Team, itch.io

Lead Programmer, January 2022 - May 2022

- Designed and implemented the UI systems, using Unity UI (Setting Menu, etc.)
- Responsible for working with Unity's Animation State Machine to connect the character and enemy animations to their actions
- Advanced the core mechanics from early concepts to a polished and publishable state

Work Experience

UVM SEGS Lab, 7 Person Team, Burlington, VT,

Unity Programmer, January 2023 - Present

- Developing a Flood Simulator game in Unity for the Cooperative Institute for Research to Operations in Hydrology
- Facilitating the study of the impact of government warnings, the local news, and community interactions on people's decision making
- Collaborating in weekly meetings to iterate on our gameplay systems to ensure we met deadlines and our intended outcomes while discussing potential tradeoffs

Weathered Sweater, Burlington, VT

QA Tester, October 2020 - December 2020, March 2021 - January 2022

- Tested published games such as: Pupperazi, Skater Gator, and Dot's Home
- Provided reports of any bugs and how to trigger them, as well as difficulty to complete tasks and other quality related questions

Education

Champlain College, Burlington, VT

Expected Graduation, May 2023

Bachelor Of Science Degree in Game Programming with a Minor in Mathematics

- 3.87 GPA
- Dean's List (Fall 2022, Spring 2022, Spring 2021, Fall 2020), Trustee's List Spring 2020, President's List Fall 2019
- Served as Director of Operation in the Student Government Association