Ian Melvin

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

Skills

- Unreal Engine 5 - Unity - C/C++/C# - Agile & Scrum - Git
- 3D Mathematics - Vector Calculus - Collaboration - Communication

Projects

Dead Pedal, Unreal Engine 5, 8 Person Team, https://larnio.itch.io/dead-pedal + Steam
Systems & UI & AI Programmer, September 2022 - Present

- Explored and learned many of Unreal's features (Behavior trees, Game Instances, etc.)
- Developed Player Customization System, the game's boss and Settings Menu
- Collaborating with fellow programmers to make system to improve the user experience

Mini Infinity, Unity Engine, 9 Person Team, https://home-fries-and-associates.itch.io/mini-infinity
Lead Programmer, January 2022 - May 2022

- Utilized C# and Visual Studios to implement the core mechanics of the game
- Designed and built the UI systems (Setting Menu, etc.)
- Learned about Unity's Animation State Machine to connect the character and enemy animations to their actions
- Advanced the core mechanics to a more polished and finalized 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
- The goal is to study the impact of government warnings, the local news, and community interactions on people's decision making
- Collaborating in weekly meetings to develop a strong gameplay system and make sure it aligns with the data we want to collect

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
- Activities: Intramural Volleyball - The Grind - Math Club - Nerf Club

Passions

- Comic Books - Hiking - Dungeons and Dragons - Swimming - Legos - Volleyball - Music