

# Ian Melvin

Game Programmer

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## EDUCATION

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

*Champlain College*

**Fall 2019 – Spring 2023**

*Burlington, VT*

## TOOLS & SKILLS

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- 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

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**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

**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

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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 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