Elliot Clark

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Summary

Self-taught game developer, software engineer, and avid learner. Demonstrated ability to collaborate with others in short time frames. Self-directed educational background (unschooled), proving my ability to pick up skills and learn on my own.

Skills

Programming Languages	C#, Python, C, C++, HTML, CSS, JavaScrpt
Software	Unity (5+ years), Visual Studio, VSCode, Blender, GameMaker Studio 2, Unreal Engine
Misc	Git, 3D Math, TCP/UDP, Game Design, Django, Flask, Video Editing

Projects

Four Game Jam Submissions

Four Unity(C#) games made for various game jams
- 3/4 of these games placed in the top 6.5% of games in their respective jams (3rd/67, 9th/139, 8th/123)
- 2/4 of these games involved collaboration with three other people on implementing art, music, and ideas
- 3/4 of these games were made in 3 days (other one was 10 days)
- 3/4 of these games had online leaderboards which I implemented using LootLocker's API
- Programmed and designed the games as the only programmer and main game designer on all of them

Dodgeblob

A multiplayer 3D Unity(C#) dodgeball game
- Created my own server authoritative multiplayer system using both TCP & UDP
- Hosted my dedicated 60TPS server in the cloud using Google Cloud Services
- Designed 3D models and animations for the game using Blender
- Debugged and tested the game to work with up to five players smoothly

RedUtilities

A set of C# utilities designed to help developers make bots for the game Rocket League
- The example bot for the utilities placed 3rd/29 bots in the RLBot Championship 2022, only losing to two machine learning bots, making it the best non-machine learning bot in the tournament
- Perfected shot-making code using 3D Math (vectors, matrices, etc)
- Designed flexible ShotCheck delegate system for extending default behaviour
- Created extensive comments and a 3-part video tutorial series to help newbies pickup the utilities

Rivals

An airshow performed by bots in the game Rocket League
- Won $200 by placing 3rd in "The Rocket League Airshow 2" (the airshows I lost to had teams of people, I was solo)
- Featured in the video "We made a Rocket League Airshow and it is INSANE," which has 312k+ views
- Programmed air manuevers for bots to perform using 3D math in python
- Modded Rocket League to design my own map for the performance using UDK
- Filmed and edited the performance into a fast paced 3 minute video

Education

Always Learning School - Home School   2017-2021
Self-Directed High School Education

Certifications: HarvardX CS50X Completion Certificate