

Brock Pittman

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[Portfolio](#)

[LinkedIn](#)

EDUCATION

North Carolina State University, Raleigh, NC

GPA: 3.45

- Bachelor's in Computer Science - May 2025
- Concentration: Game Development

RELEVANT COURSEWORK

- | | | | |
|---------------------|----------------|--------------------------------|------------------------|
| • Game Engines | • Game AI | • Game Design | • C and Software Tools |
| • Independent Study | • Game Engines | • Data Structures & Algorithms | • Software Engineering |

PROJECTS

Ardenfell | *Unreal Engine 5, GitHub*

January 2025 - May 2025

- Implemented a networking to mimic a souls-like summoning system
- Replicated player actions, events, and animations across the network
- Utilized Unreal Engine's Gameplay Ability System to assist with network replication and implementing player behavior and camera control

The InnBetween | *UEFN, Verse*

February 2025 - March 2025

- Utilized Epic Game's UEFN with its proprietary Verse language to create a Fortnite island
- Created dialogue puzzles for players to determine an NPC's order
- Modified the players inventory to ensure they could only hold one ingredient or meal at a time
- Tracked the players currently made meal in Verse, upon successful creation, to allow for points to be scored based on how close the player was to the NPC's favorite meal
- Attempted to meals throwable for NPC delivery by modifying a throwable snowball

1v1 Arena | *King of the Hill* | *UEFN, Verse*

June 2024 - August 2024

- Modified basic shapes and used teleporter devices to create small, fair, and symmetrical arenas around a default map
- Integrated on player and creative device behavior within Verse to modify how the player reacted to certain events, such as respawning, sitting idle, entering the queue, and obtaining points
- Hosted small play tests to receive player feedback and to test for bugs on a larger scale
- Utilized item granter devices to assist in giving players a random loadout

Game Engine | *C++, SFML, OMQ, V8*

August 2023 - December 2023

- Implemented a multithreaded structure for a server to listen for client connections
- Developed an event system to handle many actions attempting to execute at once
- Created a timeline class to assist with giving certain events priority based on time and to address framerate dependent movement

TECHNICAL SKILLS

Programming Languages: C++, C, Verse, Java

Game Engines: UEFN, Unreal Engine 4 & 5, Godot 4.3

Tools: GitHub, Jenkins

EXTRACURRICULAR

Video Game Development Club - Member

- Hosted a UEFN and Verse workshop for teaching the fundamentals of the tool and language
- Engaged in workshops related to game design and development
- Collaborated with other members to participate in club run game jams

WORK HISTORY

NCSU - Computer Science Teaching Assistant

September 2024 - May 2025

- Classes: Game Engine Foundations & Foundations of Interactive Game Design
- Instructor: Dr. Alexander Card