Brock Pittman

bpit7654@gmail.com **(984) 226-4952** 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
- Independent Study
- Game AI
- Linear Algebra
- Game Design
- Data Structures & Algorithms
- C and Software Tools
- Software Engineering

PROJECTS

Ardenfell | *Unreal Engine 5, C++, Blueprint, GitHub, Gameplay Ability System* **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

Educational Game Creation Tool | *Godot 4, GitHub* **August 2024 - December 2024**
- Implemented a Godot plugin to simplify the engine editor to allow only the tools for creating a visual novel style game that teachers and non-game developers could use without needing lots of game development or engine experience
- Created a page for adding images to either be used as backgrounds or to be displayed at specific points in the game
- Connected the tool to the export functionality to allow for the games to be played

Computer Graphics | *Javascript, OpenGL, GLSL* **August 2024 - December 2024**
- Utilized OpenGL and GLSL to learn the fundamentals of graphics programming and shaders
- Created a window with a simulated 3D environment to test the creation, rotation, translation, and scaling of 3D objects in the space
- Applied textures with UVs and normals to objects and tested the effects of lighting on these objects

Game Engine | *C++, SFML, 0MQ, 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, Java, Verse
Game Engines: Unreal Engine 4 & 5, UEFN, Godot 4.3
Web Technologies: AngularJS, REST, MySQL, HTML, CSS
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