

Timothy Reynolds

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Skills

- Programming: C++ (4 yrs), D (2 yrs), C# (1½ yrs), Javascript (½ yr), Lua (½ yr), Java (½ yr).
- Libraries: Unity 4 (1 yr), Unreal Engine 3 (1 yr), DirectX 11 (2 yrs), OpenGL 4 (1 yr), XNA (1 yr).

Work Experience

EA Sports UI Programmer (November 2015-June 2016, <http://www.easports.com/>)

- Implemented new features for Madden 17's model-view-controller UI architecture.
- Integrated UI actionscript systems with backend C++ data and gameplay code.
- Solved data-driven problems and fixed visual issues throughout the Madden UI.

Epic Games Tools Programmer (June 2015-August 2015, <http://epicgames.com/>)

- Fixed bugs and integrated additions to Unreal Engine 4 editor.
- Implemented searching for UI popups to improve Unreal Engine 4 usability.
- Implemented project packaging system, making Unreal Engine 4 store submissions less manually.
- Worked closely with Slate. (Unreal Engine 4 UI framework)

Darkwind Media Unity Junior Programmer (Fall 2014, <http://www.darkwindmedia.com/>)

- Developed new game tools, programmed character systems, and improved development efficiency.

Featured Projects

Dash Engine (Winter 2013-Present, Engine Developer, <http://circularstudios.com/>)

- Game engine being built in D with OpenGL.
- Provides developers with 3D graphics options, scripting capabilities, and physics.
- Personally implemented skeletal animation system to allow developers to add 3D animated models to a game.
- Helped another team of six use Dash Engine features for a tactical turn-based strategy game.

Fantasy Development Engine (Fall 2012-Summer 2014, Sole Developer)

- Personal game engine created with C++, DirectX 11, and new OpenGL.
- Unity-like work style with game objects, components, and transforms.
- Supports 3D model loading, light shading, Bullet physics, and much more.

Eagle Scout of the Boy Scouts of America

- Represents skills of cooperation, hard work, and dedication.
- Highest rank within scouting, only two percent of scouts achieve this rank.

Education

Rochester Institute of Technology (Graduated May 2015)
GPA 3.7/4.0

B.S. in Game Design & Development