# Orion N White

Gameplay / UI Programmer
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## PROFESSIONAL SUMMARY

An enthusiastic game developer with proficiency in Unreal Engine, gameplay mechanics, and UI creation. Committed to learning professional development practices and more efficient methods of system creation.

## SKILLS

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|---|---|---|
| C++ | C# | MySQL |
| Unreal Engine 4 & 5 | Unity Engine | Coding in Blueprints |
| Perforce Source Control | Github Source Control | Tortoise Git Source Control |
| Teamwork | Communication | UI Design and Implementation |
| Gameplay Systems | | |

## ACADEMIC EXPERIENCE

**Iron Reclamation Gameplay Programmer**                                    September 2025 - Present
Full Sail University, Winter Park, FL

- Created a 1st person RPG, where players used randomized weapons and a mech to crush RTS enemies and bases.
- focused on Gameplay Systems; devised randomized weapon part system with 10 types per part, loot, and inventory systems; developed consumable items and aided in creation of inventory system.
- Utilized Unreal Engine 5 to design maps, construct enemy AI, create randomized systems, and implement user interfaces.
- Corrected edge cases and crashes for player mechanics involving weapon systems and items post first playtest.

**Ghost Light Unity Project UI Programmer**                                    October 2024 - November 2024
Full Sail University, Winter Park, Fl

- Defined objective was to build a 1st person RPG, where players collect coded assets, defeat time constraints, and eliminated enemies.
- Focused on UI oriented systems, constructed inventory system, developed dialogue system for player engagement, and designed concepts for player dynamics.
- Utilized Unity to build out 5 different map-layouts, devised an enemy AI, and implemented 3D and audio assets.
- Corrected player mechanics included movement and navigation throughout gameplay after first play test feedback was received.

## EXPERIENCE

**Cashier**                                    July 2024 - Present
Zaxby's, Chiefland, FL

- Served customers in a team of 3, handling transactions and packaging food for takeout.
- Handled closing procedures in a team of 2, involving cleaning and repacking of extra product.
- Managed organization of Front of House store products during open hours and closing of store each day during 6 hour shifts.

## EDUCATION

**Bachelor of Science in Game Development (B.S.)**                                    December 2025
*Full Sail University, Winter Park, FL*

- GPA: 3.92.
- Experienced developing 1st person RPGs in Unity and Unreal Engine, building a game engine leveraging Entt API, and 3D graphical rendering using Vulcan API.