ALBERT WHITE

GAME DEVELOPMENT

CONTACT

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📍 Spring, TX

🌐 https://github.com/PortlyDragon

💼 https://portlydragon.github.io

EDUCATION

2022-2024
FULL SAIL UNIVERSITY
Bachelor of Science
Game Development

SKILLS

Code Languages
- C++ - 1 year
- C# - 6 months
- Unreal Engine Blueprints - 6 months
- Unreal Engine C++ - 6 months
- HTML - 2 Months
- CSS - 2 months

Game Engines
- Unreal Engine - 6 months
- Unity - 4 months

Production Tool
- Trello - 4 months
- Jira - 1 year
- Perforce - 6 months
- Git - 1 year

Soft Skills
- Software Engineer
- Debugging Skills
- Effective Communication
- Critical Thinking

LANGUAGES

- English (Fluent)
- Spanish (Fluent)

WORK EXPERIENCE

Level Programmer/Designer
NotArcane - Unreal Engine

DECEMBER 2023-
APRIL 2024

- Program Player interactions such as elevators, buttons, doors
- System to generate buildings
- Create a dynamic enemy spawn system
- Loot Collections and attraction
- Creative Level Select

Graphics Programmer

September, 2023-
October, 2023

BirdWars 2 - DirectX 11

- Create a Graphics engine
- Give the player the ability to move their character and shoot projectiles
- Created the enemy's movement patterns

Weapon Programmer

May , 2023 -
Jun2023

GiftedKingFishers - Unity

- Programmed and Implemented weapon system Different types of weapons ranged
- from the projectile base, ray trace base, or particle weapons Created a Movement system that worked with weapons to make
- them stronger