

# Justin Palmer

GAME DEVELOPER / SOFTWARE ENGINEER

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## OBJECTIVE

To use my knowledge and expertise of computers, and their languages, to continue my growth in the field of Game Design/Development by using my ability to communicate clearly and efficiently when articulating complex ideas to my managed employees, and other departments, allowing my team to achieve their daily goals and tasks accurately, and on time.

## EDUCATION —

Full Sail University  
Winter Park, Florida  
(2019-2023)

- Software Engineering-
- Game Development-
- Course Director Award given Jan 2021 for exceptional work and enthusiasm

## KEY SKILLS —

- Unreal 4
- Blueprints
- Unity
- AI Pathing (A\*)
- C++/C#
- Object Oriented Programming
- Data Oriented Programming
- Agile (Scrum)
- Trello & Jira
- MySQL
- OpenGL / Vulkan Graphic API
- Microsoft Office
- 10-Key

## EXPERIENCE

*May 2023 – Present*

Software Engineer • **Lead Programmer** • Xodius Studios

*Aug 2022 - Present*

Mechanical Technician • **Sub-Assembly** • UltraSource LLC

*Oct 2019 – May 2023*

Software Engineer • **Alumni** • Full Sail University

Working on and fixing computers and their peripherals since 1990. Currently developing and testing software applications with Xodius Studios.

## PROJECTS

*Feb 2023 – Present*

**Forgotten Memories** (UNREAL: PC/Steamdeck) –  
Lead Programmer

[https://store.steampowered.com/app/2351360/Forgotten\\_Memories/](https://store.steampowered.com/app/2351360/Forgotten_Memories/)

- Cross-Platform Integration
- Coordinate with 3D Artist, Narrative Designer, Dev team to troubleshoot bugs and logical errors in Blueprints & Code
- Setup and monitor weekly Scrum Boards using Jira

*May 2022*

**Hoddsmimir** (UNITY: PC/Android) –  
Lead Programmer

- Cross-Platform Integration and Controls for Differing Inputs
- Setup Enemy AI using NavMesh and Collider/RayCast Checks
- Setup and monitor weekly Scrum Boards using Trello

[References Available Upon Request]