

# Wyatt Murray

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## WORK EXPERIENCE

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### Style Studios

Apr. 2025 – Present

*Assistant Programming Lead | Jun. 2025 – Present*

*Remote*

- A studio focused on developing creative and technically advanced multiplayer **virtual reality** games.
- **Oversaw the integration of new features** into the existing game architecture, maintaining a balance between innovation and stability.
- Enhanced the skills of junior developers by **providing hands-on learning opportunities** and constructive feedback during coding sessions.
- Develop and maintain game features while **ensuring high levels of performance and responsiveness across various platforms**.

*Gameplay Programmer | Apr. 2025 – Jun. 2025*

*Remote*

- Implemented networking solutions using **Unity Netcode for GameObjects**, optimizing for seamless multiplayer experiences and enhancing player engagement through reduced latency.
- Enhanced performance through **Unity ECS** design, achieving a minimal cost of 11 FPS on client systems and 17 FPS on hosts, **significantly optimizing gameplay** on Quest 2 and other platforms.
- Designed a scalable inventory and item system, **supporting diverse in-game assets and player progression**, contributing to an engaging user experience.
- **Created in-game tools for designers**, streamlining scriptable object editing and **enhancing workflow efficiency** across multiple projects.

### Project VRS

Dec. 2023 - May 2024

*Personal Project*

*Raleigh, NC*

- Independent project focused on developing VR systems and gameplay mechanics.
- Developed an immersive flight control system for a VR spacecraft simulator, **enabling comprehensive dual-joystick functionality** and real-time management of subsystems like targeting and power delivery.
- Collaborated with a team member to achieve a **physics-simulated** flight system with 3D controls, enhancing gameplay realism and player engagement.
- Designed and implemented a **dynamic combat environment** featuring waves of enemies with customizable missions and unique factions, providing varied and engaging gameplay experiences.
- Integrated positional tracking turrets and missiles, **improving accuracy and interactivity** within the game environment.
- Gained **proficiency in rigidbody system**, vector math, and **event-driven programming**, while honing skills in component design and version control.

## EDUCATION

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### Wake Technical Community College

2022 – 2024

*Associate in Applied Science, Simulation and Game Development Programming*

*Raleigh, NC*

## CERTIFICATIONS, SKILLS & INTERESTS

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- **Certifications:** Adobe Certified Professional in Adobe Visual Design
- **Technologies:** Unity Engine, C#, C++, Python, JSON, XML, .NET, Visual Studio, Meta Quest Developer Hub, Jira, GitHub, GitHub Actions, GitLFS
- **Skills:** Version Control, Game Physics, Unity, C# Application & Unit Testing, Debugging, Troubleshooting, Object-Oriented Programming (OOP), VR Development, Data Structures & Algorithms, Performance Profiling, DevOps
- **Interests:** Building Computers; 3D Printing; Home Lab Building & Management; Leatherwork