Ian Overturf

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GAME | SYSTEMS PROGRAMMER

- Experienced C++ programmer: created several small to medium scale applications including a graphic package with DirectX11 and a 3D game engine in C++.
- Specialize in optimization using engine and language tricks to improve application performance.
- Team experience with working in groups of up to seven with artists, programmers, and designers on projects that span half a year.
- Firsthand experience with products from their initial conception to their final design.

SKILLS

Languages
- Proficient: C++ (4 years); C# (2 years), Python (2 years), Blueprinting (2 years), Java (<1 year).
- Familiar: C (1 year), Assembly x86 (<1 year), Scala (<1 year), Scheme (<1 year), UML (<1 year).

Software
- Engine: Unreal, Unity, Source.
- Development tools: Perforce, Git, Bitbucket, Visual Studio (2015/2019), CRM (bug/incident tracker), Slack, Teams, Trello.

EXPERIENCE

Proving Grounds, Game Programmer / General Programming   **12/20 – Present**
Single player, third person hack-and-slash round-based roguelike set in Ancient Egypt.
Team size: 7
- Created in Unreal Engine, Perforce for version control, Trello, blueprinting and C++.
- Designed/Implemented player's combat, locomotion, and interactive systems.
- Standardized persistent game data to exist across multiple levels.
- Created animation state machines and event logic.
- Created audio mixer and localization logic.
- Maintained final product through performing builds, squashing engine bugs, and profiling.

We Compile, Game Programmer   **9/20 – 12/20**
Single player, third person platformerr taking place between two realities
Team size: 6
- Created in Unity, Perforce for version control, Trello, coded in C#.
- Created logic puzzles with designers to accompany platforming elements.
- Designed a teleport system for switching between two levels instantly.
- Made frequent instructional videos to assist designers with system usage.
- Assisted with design decisions to best suite a restricted 10-week schedule.

Sly Engine, Game Programmer / Engine Programmer   **12/19 – 12/20**
Single player, third person round-based tank shooter, Sly Engine (Homemade)
Team size: 1
- Designed and implemented a feature rich game engine with optimization in mind.
- Created a gameplay demo to assess the engine and showcase its features.
- Implemented simple AI, levels, and a win scenario to complete the demo.
- Researched and implemented a console system to issue engine/game commands in real-time.
- Created debug and visualization tools to assist with development.

EDUCATION

DePaul University   **Chicago, Illinois**
BS in Computer Science with Game Systems Concentration   Graduating June 2021
Minor in Game Design
- Cumulative GPA: 3.95/4.00