Ian Overturf

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GAME PROGRAMMER || SYSTEMS

- Experienced C++ programmer: created several small to medium scale applications including a graphics package with DirectX11 and a 3D game engine in C++.
- Specialize in optimization using engine and language tricks to improve application performance.
- Studio enviroment experience working with teams of programmers, designers, and artists.
- Firsthand experience with products from their initial conception to their final design.
- Experience exposing funcitonality to Blueprint from Unreal's C++.

SKILLS

Languages

- Proficient: C++ (5 years); C# (3 years), Python (2 years), Blueprinting (3 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 tool: Perforce, Git, Bitbucket, Visual Studio Enterprise (2015/2019), JetBrain's Rider, CRM (bug/incident tracker), Slack, Teams, Trello/Taiga.

EXPERIENCE

Killectibles, Game Programmer **9/20 – Present**
Multiplayer round-based top-down fighter
Studio: DOGS Studio

- Created in Unreal, utilizing Perforce and Taiga for development tools.
- Assisted with initial project creation and discussion of design.
- Incorporated Unreal's Gameplay Ability System for player abilities and attributes.
- Ensured the project was multiplayer ready with frequent replication tests.
- Created tools and documentation to teach future programmers and designers about created systems.

Proving Grounds, Game Programmer / General Programming **12/20 – 6/20**
Single player, third person hack-and-slash round-based roguelike set in Ancient Egypt.
Team size: 6

- Created in Unreal Engine, Perforce for version control, Trello, blueprinting and C++.
- Design and implement player features for combat, locomotion, interaction, and more.
- Standardize art, design, and programming data to be persistent and serializable.
- Implement animation logic and dispatch time-based events.
- Create audio subsystems for persistent audio and sound localization.
- Maintained final product through performing builds, squashing engine bugs, and profiling.

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 March 2022
Minor in Game Design

- Cumulative GPA: 3.96/4.00