

Colin Severing

Unreal Engine C++ Developer

On a Mission to Help Create the Greatest Unreal Engine Games, Systems, Modules, and Applications.

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STUDIES

The Ultimate C++ Game Developer Series GameDev.TV / Udemy

09/2021 - 12/2022

Courses

- Unreal Engine (4.26-5.1)
- C++, OOP Practices, Data Structures & Algorithms
- Game / Level Design
- Blueprints & Visual Scripting

C++ Foundations, Intermediate, & Advanced CodeWithMosh.com

10/2022 - 12/2022

Courses

- C++ Part I - Foundations
- C++ Part II - Intermediate
- C++ - Part III - Advanced

PERSONAL PROJECTS

Science Fiction RPG Project (01/2023 - 03/2023)

- 2 Toggleable Characters w/ Animation Blueprints, Multiple Abilities, HUD Elements, and Custom Components.
- Designed Combat Functions for Applying Damage, Using Custom Delegates and Interfaces to Keep Code Efficient.
- Developed Alien Insect Swarm w/ Static Meshes using Vertex Animated Textures, Applied to a Niagara Particle System.

Multiplayer Project (06/2022 - 12/2022)

- Server-Authoritative Multiplayer Shooter Game Using Steam Sessions and Unreal Engine's Online Subsystem.
- Implemented Server-Side Rewind Algorithm to Compensate For up to 4 Seconds of Network Lag by Recording Frame History.
- Correctly Resolved Migration Issues Associated With Unreal Engine Version Upgrades and Code Variations (5.03 & 5.1).

Third Person Zombie Shooter Game Project (04/2022 - 07/2022)

- Wrote Method for Dynamically Aiming Weapons Towards Crosshairs, Adjusting Character's Yaw/Pitch to Correct Aim Offset at Runtime.
- Utilized Data Tables for Streamlining Creation of New Weapon Types.
- Custom Depth Buffer and Stencil Values for Glowing Item Effects.
- Zombie Enemies Implemented with AI Behavior Trees, Animation State Machines, and Chase/Attack Mechanics.

3D Platformer Project (12/2021 - 03/2022)

- Built a Fully Playable Open-World Level (Roughly 10km²) Complete w/ Floating & Moving Platforms, Trigger/Overlap Volumes, Hazards, 2 Enemy Types, Health Pickups, Coins, and a Level Exit.
- Coded Save & Load System, Connected to Pause Menu, for Saving Character's Location, Stats, Inventory, and Level Status.
- Created a Custom 'Lock-On' Targeting and Movement System.

SKILLS

Object Oriented Programming

Unreal Engine

C++

Git

Visual Scripting / Blueprinting

Debugging

Quality Assurance

Code Optimization

Troubleshooting

Research

Complex Problem Solving

Code Architecture

ACHIEVEMENTS

2022 GameDev.TV Game Jam Entry (06/2022 - 06/2022)

Game Created in 10 Days According to the Theme "Death is Only The Beginning."

2022 Epic MegaJam Game Jam Entry (09/2022 - 09/2022)

Game Created in 7 Days According to the Theme "As Above, So Below."

CERTIFICATES

Learn C++ for Game Development (12/2021 - 12/2021)

C++ Foundations, Concepts, Examples, and Limitations.

C++ Fundamentals: Game Programming (08/2022 - 08/2022)

The Applications of C++ in 2D Game Programming.

Introduction to Unreal Engine 4 C++ Development (10/2021 - 11/2021)

Unreal Engine C++ Introduction Course.

Unreal Engine 4 C++ Development : The Ultimate Course (12/2021 - 02/2022)

Creating a completely playable 3D platformer using Unreal Engine 4.

The Ultimate Git Course with Applications in Unreal Engine (03/2022 - 04/2022)

Using Git and Version Control with Unreal Engine.

Unreal Engine 5 C++ Development: The Ultimate Shooter Course (03/2022 - 05/2022)

Creating a completely playable 3D shooter game using Unreal Engine 5.

Ultimate C++ - Foundations, Intermediate, and Advanced (08/2022 - 09/2022)

Raw C++ Concepts and Standard Libraries in Advanced Applications.

Unreal Engine 5 C++ Multiplayer Shooter (06/2022 - 12/2022)

Creating a completely playable 3D multiplayer shooter in Unreal Engine 5.