

Colin Severing

Unreal Engine C++ Developer

Seeking Entry Level Game Development / Quality Assurance Opportunity

✉ colinsevering@gmail.com

📍 United States

🌐 linkedin.com/in/colin-severing-8b8811235

📞 +1 (970) 200-0721

📄 telesphorosgames.github.io/portfolio/

🐙 github.com/TelesphorosGames

STUDIES

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

09/2021 - 12/2022

Courses

- Unreal Engine
- C++
- Game / Level Design
- Blueprints

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

Zandorra (01/2023 - Present)

- Self-written and developed science fiction role-playing game.
- 3 characters designed to be played in a party system.
- 4 phases of development planned across 4 months.

Multiplayer Project (06/2022 - 12/2022)

- Server-Authoritative Shooter Game Using Steam Sessions.
- Implemented Server-Side Rewind Algorithm for Lag Compensation.
- Debugged Migration Issues Across 2 Unreal Patches (5.3 & 5.1).
- Ensured Game Operated Completely & Correctly in All Areas.

miZhap (04/2022 - 07/2022)

- Third Person Zombie Survival Action Game made in Unreal Engine 5.
- Created a function for dynamically aiming at the crosshairs.
- Implemented data tables for designing custom weapons with ease.

Gates Of Galoo (12/2021 - 03/2022)

- 3D Platformer RPG Made in Unreal Engine 4.27.
- Implemented Melee Combat and Weapons of Various Types.
- Created a Custom 'Lock-On' Targeting and Movement System.

Toon Tanks (11/2021 - 12/2021)

- Cartoon Style Tank Mini-Game Made in Unreal Engine 4.26.
- Implemented Custom Projectiles and Movement Components.

Desert Mystery (09/2021 - 11/2021)

- First Person Puzzle Game Made in Unreal Engine 4.26.
- Used a Physics Handle to Grab and Move Objects.

SKILLS

Quality Assurance

Unreal Engine

C++

Git

Blueprinting

Debugging

Writing

Code Refactoring

Troubleshooting

Twine

Articy Draft 3

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