

# REID GILLIS

[LinkedIn](#)

[Portfolio](#)

[pg27reid@vfs.com](mailto:pg27reid@vfs.com)

## PROFESSIONAL PROFILE

Gameplay & Systems Programmer with experience developing AI, gameplay systems, tools, shaders, and narrative pipelines in Unreal Engine 5, Unreal Engine 4, and Unity. Known for rapidly learning new technologies, improving designer workflows, and solving complex technical problems with clarity and empathy.

Strong foundation in C++ (UE4/5), object-oriented programming, gameplay architecture, optimization, and data-driven systems. Additional experience with C#, Python, Powershell, Git, shader development, and narrative tooling (Twine, Ink).

Brings a unique blend of engineering capability and 10 years of Fortune 500 leadership experience—promoting collaboration, mentoring, and process improvement across teams.

## TECHNICAL PROFICIENCIES

**Languages:** C++, C#, Python, Javascript, Powershell, SugarCube, Ink

**Applications:** Unreal Engine 5, Unreal Engine 4, Unity, Visual Studio, Twine, Inkle

**Tools:** Git, Hack-n-Plan, Figma

## PROGRAMMING EXPERIENCE

### FROGS AND FREEDOM | GAMEPLAY, AI & SYSTEMS PROGRAMMER (UNREAL ENGINE 5)

Jan 2025 - Aug 2025

- Engineered AI jump and traversal mechanics using EQS, enabling enemies to navigate dynamic 3D spaces while avoiding collisions on ground and in air.
- Developed custom toon and weapon shaders using multiple rendering techniques to enhance enemy attacks and align visuals with the game's stylized art direction.
- Built a scalable GameplayTag-driven architecture supporting enemy types, dialogue queuing, EQS queries, and encounter wave logic—dramatically improving designer iteration speed.
- Designed a modular enemy wave and attack-token system that allowed designers to configure spawn logic, triggers, and difficulty parameters with minimal engineering dependency.
- Implemented an event bus using the mediator pattern, reducing coupling, simplifying communication, and improving runtime performance.
- Created a hierarchical objective system using SOLID principles; derived classes overrode completion logic while inheriting shared features such as UI formatting, state tracking, and sub-objective management. Refactored and optimized UI systems to eliminate major bugs, reduce update overhead, and deliver a polished and reliable user experience.

### NANAN ACADEMY | GAME DEVELOPMENT INSTRUCTOR AND COURSE DESIGNER

Oct 2025 - Present

- Designing a 12-hour introductory Unreal Engine 5 curriculum for high-school students, guiding them through building a 2.5D platformer using both Blueprints and C++.
- Creating hands-on lessons that teach engine fundamentals, gameplay programming, debugging, and iterative design.

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## WITCH'S WAND | PROGRAMMER (UNITY 6)

Oct 2024 - Dec 2024

- Implemented combat systems, ability management, and data-driven stat tuning to support fast iteration on encounter design.
- Built a flexible narrative system capable of tracking player state and triggering cutscenes and dialogue, reducing rework during story revisions.
- Developed spell shaders for black hole, freeze, shockwave, and particle-based fireworks effects.
- Built UI and input systems for spell selection, resolving core usability issues discovered during playtesting.

## RARE BOOKS | PROGRAMMER & NARRATIVE DESIGNER

May 2024 - July 2024

- Re-engineered Twine's narrative system to integrate with Final Draft, eliminating the complexity of node-based workflows and enabling writers to manage large projects efficiently.

## BUSINESS EXPERIENCE

### BUCKHEAD MEATS | MANAGER

Jun 2023 - Aug 2024

- Developed an internal inventory organization tool and implemented process improvements contributing to the company's most profitable year in over a decade.
- Improved inventory accuracy and reduced operational bottlenecks through efficiency initiatives and workflow refinements.

### COCA-COLA BOTTLING LIMITED | WAREHOUSE SUPERVISOR

Feb 2021 - Jan 2022

- Directed a team of 37 employees to process hundreds of daily orders with accuracy and speed.
- Built an automation tool that standardized monthly warehouse reconfiguration, reducing labor hours and improving consistency.

### CINTAS | PRODUCTION SUPERVISOR & SIX SIGMA BLUE BELT

Nov 2017 - April 2020

- Directed a team of 56 employees processing 8,000+ uniforms daily, ensuring efficiency, quality, and safety.
- Developed an automation tool that corrected critical database errors during an AS400-to-SAP transition, eliminating costly manual work and reducing error rates.

### CINTAS | MANAGEMENT TRAINEE

Feb 2014 - Nov 2017

## EDUCATION

### DIPLOMA, PROGRAMMING FOR GAMES WEB & MOBILE

Vancouver Film School | 2024 - 2025

### DIPLOMA, WRITING FOR FILM, TV & GAMES

Vancouver Film School | 2022 - 2023

### BACHELOR OF COMMERCE - MANAGEMENT

MacEwan University | 2009 - 2015