

# REID GILLIS

[LinkedIn](#)

[Portfolio](#)

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

## PROFESSIONAL PROFILE

Technical Narrative Designer-Programmer hybrid dedicated to craft emotional stories around a theme and build the complex yet efficient systems that deliver the narrative. Skilled in Unreal Engine and Unity with experience across AI, UI, gameplay systems, narrative tools, and shaders.

Combines robust engineering capability with narrative design expertise and 10 years of Fortune 500 leadership experience—consistently refining design through iteration, unifying creative and technical disciplines, and fostering collaborative, high-performing teams.

## TECHNICAL PROFICIENCIES

**Languages:** C++, C#, Python, JavaScript, PowerShell, SugarCube, Ink

**Applications:** Unity 6, Unreal Engine 5, Unreal Engine 4, Visual Studio, Rider, Twine, Inkle

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

## PROGRAMMING 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++.
- Developing a **Unity course** guiding students through building a small 2D/3D game using C#, emphasizing gameplay mechanics and design thinking.

### FROGS AND FREEDOM | GAMEPLAY PROGRAMMER & TECHNICAL NARRATIVE DESIGNER (UNREAL ENGINE 5)

Jan 2025 - Aug 2025

- Wrote **tutorial scripts and one-liners**, for GRANT BOOM (40s) an aggressively macho and over-the-top right-wing character. The dialogue guided player during onboarding and reinforced the game's satirical voice.
- Built a **scalable GameplayTag-driven architecture** supporting enemy types, **dialogue queuing**, EQS queries, and encounter wave logic, enabling flexible and iterative encounter setups.
- Designed and implemented **modular enemy waves and token-based attack systems**, allowing dynamic spawn logic, triggers, and difficulty that support emergent gameplay and varied encounter pacing.
- Designed and developed **AI traversal and decision-making systems** using behavior trees, custom EQS pathing tests, and **AI Perception/Team Attitude** filtering, encouraging the player to stay in motion while maintaining clear enemy fronts and readable threat patterns.
- Created a **hierarchical objective system** using SOLID principles, balancing flexible mission and sub-objective design with technical consistency.
- Implemented an **event bus** using the mediator pattern, reducing coupling, simplifying communication, and improving runtime performance.
- Developed **custom toon and weapon shaders** using multiple rendering techniques to enhance enemy attacks and match the game's stylized art direction.

### WITCH'S WAND | GAMEPLAY PROGRAMMER & TECHNICAL NARRATIVE DESIGNER (UNITY 6)

Nov 2024 - Jan 2025

- Co-authored script for **eight comic panel cutscenes**, crafting a concise, impactful story about a young girl facing her fear with the theme "to get over your fear, you have to face it."
- Implemented the **narrative system** to trigger cutscenes, in-game dialogue, and track story progression.
- Built systems for **handling input, encounters, inventory, abilities, combat and player state**.

# REID GILLIS

[LinkedIn](#)

[Portfolio](#)

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

## **PURRFECT MATCH | PROGRAMMER & TECHNICAL NARRATIVE DESIGNER (UNREAL ENGINE 5)**

Oct 2025

- Authored three-page script about, MIKI (13), proving to her parents that Pixel, the unfriendly foster cat Miki has fallen in love with, can fit in with the family and that Miki can care for her.
- Built narrative system using an array of data-assets.
- Implemented efficient match-detection using a **sliding-window algorithm** to scan grid data for vertical and horizontal adjacency patterns, enabling fast removal and scoring logic even at larger grid sizes.
- **Rapidly prototyped** core gameplay loop—including swapping mechanics, gravity resolution, and chain reactions—allowing rapid iteration on game feel and progression pacing.

## **RARE BOOKS | PROGRAMMER & TECHNICAL NARRATIVE DESIGNER (TWINE)**

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.

### **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 processes, reduced labor hours and improved 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