

REID GILLIS

[LinkedIn](#)

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pg27reid@vfs.com

PROFESSIONAL PROFILE

Designer-Programmer hybrid dedicated to building systems and experiences that uncover **depth and meaning in unexpected places**. Skilled in Unreal Engine and Unity with experience across AI, UI, levels, gameplay systems, narrative tools, and shaders. Strong alignment with Buffalo Buffalo's values and excited to contribute to games that surprise players with insight, nuance, and emotional impact.

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, AI, UI & SYSTEMS PROGRAMMER (UNREAL ENGINE 5)

Jan 2025 - Aug 2025

- 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.
- Wrote **tutorial scripts and one-liners**, guiding player onboarding and reinforcing the game's satirical voice.
- Designed and developed **AI traversal and decision-making systems** using behavior trees, custom EQS pathing tests, and **AIPerception/TeamAttitude** filtering, encouraging the player to stay in motion while maintaining clear enemy fronts and readable threat patterns.
- Built a **scalable GameplayTag-driven architecture** supporting enemy types, dialogue queuing, EQS queries, and encounter wave logic, enabling flexible and iterative encounter setups.
- 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.
- Documented systems for engineers with **TDDs** and provided designers with **practical guides**, including the Encounter System, Git Process, and Attack Token System Guides.

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WITCH'S WANT | GAMEPLAY, UI & SYSTEMS PROGRAMMER (UNITY 6)

Nov 2024 - Jan 2025

- Designed and implemented a **weapon-selection and status UI**, giving players clear, intuitive control over weapon choice and clearly communicating key information.
- Authored a **3-Act beat sheet for eight 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.
- Developed a responsive **input system** using Unity's Input System, enabling smooth navigation across menus, UI, and gameplay.
- Built a comprehensive **gameplay state system** tracking player health, abilities, mana, level progress, enemy deaths, and event triggers, ensuring consistent state management and reliable, event-driven gameplay flow.

PURRFECT MATCH | PROGRAMMER (UNREAL ENGINE 5)

Oct 2025

- 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.

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