

**Anthony Seymour**

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## Technical Skills

Languages: C++/C#

Gameplay Programming: Implementation of gameplay systems in both C++ and C#; including weapon firing, enemy AI, character movement, detection systems, and enemy spawning logic.

Misc: Familiar with Unity, Unreal Engine, with some Winsock TCP experience.

Other: Have experience working with teams up to five as a Generalist programmer, Gameplay programmer and Level Designer.

## Previous Project Experience

Guns Blazing     *February 2023 - March 2023*

Source: <https://github.com/E-Nolan/SkeletonSaintsFPS>

Role: Gameplay Programmer

Language: C#

Misc: A game built in Unity about breaking into a secret facility to stop the Rikayon experiment. I was responsible for the enemies (including AI), Rikayon, particle effects, WebGL build, missiles, treasure chests, shrapnel, and the Main Menu's cinematic screen.

Atlantic Guardian     *September 2023*

Roles: Generalist Programmer, Level Designer

Language: C++

Misc: A modern take on the game "Defenders" that was built with [Gateware](#) and [DirectX11](#). Drive around your submarine firing torpedoes at enemy fish. I was responsible for finding and implementing assets as well as building the levels in Blender, as well as assisting the Graphics programmer and Gameplay programmers with their lower priority responsibilities.

Robo Riot Ruckus     *January 2024 – March 2024*

Roles: Programmer

Language: C++, Unreal Engine Blueprints

Misc: In Robo Riot Ruckus, you play as a vehicle with your very own attachments and chassis! You will face your own vehicle against other vehicles until one comes out victorious. You can obtain materials by completing matches. Winning awards more materials than losing. With these materials, you can craft any attachment if you have the required materials. To win, destroy your opponent.

## Education

Full Sail University, May 2024

Bachelor of Science in Game Development