

# ALAN MYERS

## GAMEPLAY PROGRAMMER

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## EXPERIENCE

### Gameplay Engineer | [Legion Studios](#) | Remote

JAN 2024– OCT 2024

- Worked on a fast-paced multiplayer FPS using Unreal Engine 5 and C++, taking ownership of key systems and mechanics including enemy AI, weapons, and player movement.
- Created a modular, data-driven AI system that accelerated the implementation of new enemy types and behaviors, increasing iteration speed and allowing for greater enemy diversity and complexity.
- Implemented custom player movement logic leveraging Unreal Engine's character movement networking flow, building several unique movement mechanics with minimal network desynchronizations.
- Collaborated closely with designers, animators, and engineers to build features, resolve issues, and provide tools.
- Identified, diagnosed, and fixed complex gameplay bugs, reducing team downtime and improving productivity.

### Gameplay Programmer (Contract) | Kumo Studios | Remote

OCT 2023– DEC 2023

- Translated game design specifications into a playable prototype by implementing core systems and mechanics, including those related to movement, combat, enemy AI, and player HUD, using Unreal Engine 5 and C++.
  - Collaborated closely with design, providing technical guidance to ensure feasibility within the project constraints.
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## PROJECTS

### [DARK VOID](#) | Team Project | Unreal Engine 5

6 WEEKS

*A game with roguelite and survival-horror elements that takes place in a rotating maze.*

- Responsibilities included gameplay implementation (including player-centric level rotation, ability pickups, enemy interactions, and a light-based health system), enemy AI, designer-friendly tools, and git repo management.
- Won CG Spectrum's "New Year, New Level" challenge in both the Programming and Game Design categories.

### [ASTEROIDS](#) | Solo Project | SDL2

4 WEEKS

*A recreation of the classic, made using SDL2 and C++ without a preexisting game engine.*

- Work included gameplay implementation (including player movement, projectile-based shooting, and asteroid spawning and destruction), collision handling, and vector-based game object rendering.
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## EDUCATION

### CG SPECTRUM | Game Programming Certificate

JUNE 2023

- Studied a wide range of game programming concepts with a focus on Unreal Engine and C++, under the direct mentorship of a senior-level programmer at a AAA studio.
- Collaborated with students in different disciplinary programs to share knowledge and create group projects.

### ARIZONA STATE UNIVERSITY | BA in Creative Writing, Minor in Japanese

MAY 2016

- Awarded the Creative Space Grant in 2015, a merit-based grant presented to a single student in the program.
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## SKILLS

**Programming:** Gameplay Systems & Mechanics, 3Cs, AI, UI, Debugging, Optimization, Rapid Prototyping, 3D Math

**Languages:** C++, C#, Swift, Javascript

**Software/Tools:** Unreal Engine 5, Unity, SDL2, Visual Studio, UMG, Blueprint, Blender, Jira, Git/GitHub, Perforce

**Core:** Cross-Disciplinary Collaboration, Problem Solving, Critical Thinking, Communication, Time Management