Brian Hinkle

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Unreal Programmer | C++ | Blueprint | Networked Multiplayer

SUMMARY

Passion-driven game programmer focused on development with multiplayer and scalability in mind. 4+ years of programming games and plugins for production.

EDUCATION

Bachelor of Science in Computer Science

May ‘7 2022

School: Charleston Southern University
GPA: 3.5/4.0 *cum laude*, Dean’s List 6/8 semesters
Relevant Coursework: Data Structure Analysis, Algorithms, Applied Networking, Linear Algebra, Competitive Programming, Object-Oriented Programming

SKILLS

Soft Skills	General	Languages	Software/Services	Miscellaneous
Self-motivated	Networked Gameplay	Unreal C++	Unreal Engine	Gimp
Adaptable	Source Control	Standard C++	Git	Blender
Teamwork	Project Collaboration	Unreal Blueprint	Github	
Enthusiastic	Debugging	C#	Visual Studio Community	

WORK EXPERIANCE

Ability System Setup

Jun ‘14 2021 - Aug ‘1 2022

C++ plugin extending Epic's Gameplay Ability System, creating a solid foundation for using GAS and eliminating boilerplate code. Github

Team Size: 2

Strength collision queries

May ‘5 - Jun ‘16 2022

Custom collision queries that are dependent on the concept of strength. They become weaker as they ricochet and travel through certain materials. It is built on top of a collection of specialized collision queries which introduce the concept of penetrations while still keeping the distinction between blocking hits and overlaps (trigger boxes). All collision queries are generic to both line traces and shape sweeps. Github

Team Size: 2

Input Setup

Jul ‘9 - Jul '25 2022

C++ plugin improving the input workflow both in code and in editor. Provides a central place to store InputActions which all modules can contribute to, including dynamic game features modules. Github

Team Size: 2

Property Wrapper

Jun ‘13 2021 - Present

Initially intended to improve push model workflow, property wrappers are a lightweight solution for

struct containing a property value that broadcasts a delegate on value change

A lightweight struct containing a property value that broadcasts a delegate on value change. Github

Team Size: 2