BECKY CRAWFORD

GAME PROGRAMMER

CONTACT

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SUMMARY

Problem-solving game programmer with experience developing gameplay mechanics, AI systems, UI integration, and more. Comfortable in C++ and Blueprint Scripting. Strong communication skills and a performance-driven mindset from a background in competitive esports. Capable of sound design and music composition.

EDUCATION

SOUTHERN NEW HAMPSHIRE UNIVERSITY 2025

B.S. in Game Programming and Development

SKILLS

- Unreal Engine, Godot
- C++, Blueprint Scripting, Python
- Java, JavaScript, HTML
- AI & Behavior Trees, Gameplay Mechanics
- UI/UX Design & UMG Implementation
- Figma, Blender, Aseprite
- FL Studio, Audacity, Sound Design
- Level Design & Layout
- Git, Bitbucket
- Data Structures & Algorithms
- Iterative Development

INTERESTS

- PUBG Esports
- Soccer, Cycling, Hiking, Bowling
- Music Production
- Squishmallows

EXPERIENCE

TORCH SURVIVAL GAME   2024-2026

Lead Developer

- Designed and implemented core survival mechanics including resource gathering, health/fuel systems, and interaction framework
- Developed UI framework in UMG for inventory management, menus, and player HUD
- Designed and built gameplay level in Unreal Engine featuring exploration flow, resource placement, and environmental storytelling
- Optimized game performance through profiling and iterative refactoring in C++ and Blueprint

DATA ANNOTATION   2025-2026

Freelance Data Trainer

- Trained large language models by creating, evaluating, and debugging code samples in Python and C++
- Designed math problems and solutions for AI training datasets spanning algebra to calculus
- Reviewed AI-generated responses for technical accuracy, logical consistency, and edge cases

WILDCARD GAMING   2020 - 2022

E-Sports Athlete & Analyst

- Utilized Python for performance analysis and team improvement
- Designed strategic diagramming tools using Processing
- Collaborated and trained regularly with coach and team