



Callen Betts

Games Engineer | Software Engineer

[Portfolio](#) | [Github](#)

CONTACT DETAILS

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(+1) 508-468-5667

Redmond, WA, 98052

SKILLS

Programming

C/C++/C#

Python, JavaScript

Gameplay Programming

Systems Programming

AI Programming

Math, 3D Math

Tools

Unreal Engine

Unity

Git, Perforce

Jenkins

Maya, Blender

EDUCATION

Bachelor of Science in Computer Science and Game Design

DigiPen Institute of Technology

September 2022 - Expected April 2026

SUMMARY

Gameplay Engineer and computer science student specializing in tools development, gameplay mechanics, graphics, and fullstack applications, with 4+ years of experience developing games for Steam. Skilled in C#, C++, and Python. Proficient in Unreal, Unity, and Godot. Experienced in shipping player-facing features and custom tools that accelerate workflows for designers and modders.

EXPERIENCE

ArenaNet — *Unreal Gameplay Engineer Intern*

September 2025 - Present

- Prototyped and iterated gameplay systems in Unreal Engine with senior programmers, ensuring smooth integration with the existing codebase
- Wrote C++ backend under MMO netcode to improve performance, maintainability, and designer workflow
- Implemented gameplay features requested by content design leads and delivered on milestone deadlines in a large-scale production environment

Earth Engine — *Game Engine Programmer*

January 2025 - August 2025

- Developed a custom runtime using Monogame/Microsoft XNA Framework in C++/C# for cross-platform builds on Linux, Windows, MacOS, and consoles
- Built ECS-based architecture and integrated an ImGui-powered editor for project management and development
- Integrated FMOD for spatial audio, implemented dynamic lighting and post-processing shaders

Byteforge — *Founder, Fullstack Engineer*

June 2022 - December 2024

- Developed and published *Bitlands* on Steam, managing project lifecycle from conception to release
- Built level editor to streamline piecewise procedural generation, cutting down development time by several weeks
- Developed a behavior tree editor for GameMaker, allowing for designers to quickly create and iterate dynamic enemy AI