

Camden Vaughan

Greenville, SC | Camden@CamdenVaughan.com | CamdenVaughan.com | LinkedIn | Github | Fiverr

Skills

- C++
- C#
- Communication
- Organization
- Unity Game Engine
- Unreal Engine 4/5
- Object-Oriented Programming
- Unreal Blueprints

Projects

IOS App, Unity - In Development

Solo developer on a word puzzle game for a client. Contains Daily and Endless puzzle modes with cross-platform sharing of scores. Will be releasing on IOS App Store, and Google Play Store integrating both Ads and In-App Purchases.

Astro Ambush, Unity Engine

Top down, 3D space game created in a month. Gameplay involves flying a spaceship while shooting and avoiding alien ships. It also includes an online leaderboard using PlayFab. Runs in browser using WebGL on itch.io.

Multiplayer Parkour Demo, Unreal Engine 5

First Person demo made using Unreal 5's replication system to have multiplayer using a dedicated server. Features an advanced movement system with sprinting, sliding, double jumping, and wall running.

Algorithm Visualizer, C++ / SFML

4 algorithms visualized with C++ using the SFML library. Binary Search, Simple Search, Selection Sort, and Quick Sort are implemented currently.

Education

Film Bachelor of Arts, University of Central Florida

2017 – 2021

Game Design - Minor, University of Central Florida

2017 – 2021

Professional Experience

Game Developer, Freelance

Nov 2021 – present

Created 2D games for clients using the Unity Engine. Completed six projects receiving five 5 star reviews.

Camera Technician, CNTV

Aug 2021 – Nov 2021

Started handling live streams for live events. Ran multiple livestreams with over 500 concurrent viewers. Transitioned to camera operation on the floor at conferences like the ISSA in Las Vegas.

IT Technician, V6 Conveyors

May 2018 – Sep 2020

Was in charge of diagnosing and fixing problems with any Engineering workstations. Built any new computers that came in for new hires. Built and maintained a server to handle company data and virtual machines.

Organisations

UCF Wakeboarding Club, President

2018 – 2021

As President managed a \$10,000 yearly budget. Put together an event with over 80 competitors and 10 schools attending with the help of over 10 sponsors. Was able to lead the club to 3 national championships.

Game Development Knights, Member

2019 – 2021

Learned from experts in the Orlando Game Industry through seminars and participated in several Game Jams.