

Isaiah Swinton

Gameplay Programmer

Contact

443-589-4495

iswinton2020@gmail.com

[Linkedin](#)

[Portfolio](#)

Education

DigiPen Institute of
Technology

Redmond, WA

BS in Computer Science
and Game Design

August 2020 - April 2024

GPA 3.8

Key Skills

C++

UE5 (C++ and Blueprints)

C#

Java

Linear Algebra

Unity

Communication

Gameplay Programming

AI Programming

Tools Programming

Team Management

Goal-Oriented Action-

Programming (GOAP)

A* Pathfinding

Objective

A diligent programming college student with 8 years of various programming projects and project management for game development. Passionate about game design, programming, and embracing creativity.

Experience

August 2023 - Present

AI and Gameplay Programmer • *One in a Krillion*

- Incorporated a behavior tree and a behavior tree editor for designers.
- Developed an enemy targeting system to manage the engagement of an encounter in real-time.
- Strengthened enemy feedback and reaction to player's attacks and action.

August 2021 - April 2022

Tools and Engine Programmer • *Cooper's Cleanup*

- Implemented editor system in custom C++ engine for designers to quickly add and iterate on level design.
- Implemented deserialization system to allow for quick reading and writing of files using RapidJSON.
- Built a messaging system within a custom engine made from scratch.
- Partnered with sound designers to implement hooks for audio implementation at core parts of gameplay.

January 2021 - April 2021

AI & UI Programmer • *Safe and Sound*

- Implemented enemy and citizen pathfinding using A* to allow mobility around play generated structures for both enemies and citizens,
- Built an UI system in C++ custom engine to allow for buttons and panels to be created for player interaction.
- Programmed enemy behavior to target and attack structures using an AI blackboard.