Isaiah Swinton

(443)-589-4495 | IsaiahSwinton2012@gmail.com | LinkedIn | Portfolio

RESUME SUMMARY

A diligent programming college student with 6 years of various programming projects and directing a team for game development. Passionate about game design, programming, and embracing creativity.

EXPERIENCE

UI and Gameplay Programmer   Aug. 2022 - Present
DigiPen Institute of Technology - Team Forged By Fire,
Redmond, WA

- Worked with Unreal's UI systems to create dynamic displays for health and abilities
- Serving as the project's producer.
- Utilized Unreal's blueprint system to construct various movement abilities for the player, including ramming attacks and a grappling hook pull.

Tools and Engine Programmer   Aug. 2021 - April 2022
DigiPen Institute of Technology - Team The Set Watchmen
Redmond, WA

- Served as producer during development on game Cooper's Cleanup
- Worked to publish the game to Steam and Itch
- Implemented editor system for designers to quickly add and iterate on level design.
- Implemented deserialization system to allow for quick reading and writing of files using RapidJSON.

Gameplay Programmer   Sept. 2019 – May 2020
G.W. Carver Center - Fetch in Development Hell
Towson, MD

- Lead development for three games to present to the community.
- Learned skills in programming for C# and team management.
- Utilized Unity to create a 2D platformer's core physics system.
- Organized projects to be delivered in a timely manner.

EDUCATION

DigiPen Institute of Technology August 2020 – Present (Expected Graduation April 2022) B.S. Computer Science with Game Design.	***George Washington Carver Center for Arts and Technology*** August 2016 – May 2020 Studied Computer Science and Interactive Media Production. GPA: 3.76 / 4.0

SKILLS

- C#, C++, Java
- Unity, UE5
- Gameplay, AI Programming

- Linear Algebra
- Communication
- Team Management