

# Isaiah Swinton

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## 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

### ***Gameplay Programmer***

*G.W. Carver Center - Fetch in Development Hell*  
Towson, MD

September 2019 – May 2020

- 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.

### ***AI and UI Programmer***

*DigiPen Institute of Technology - Team Clever Pun,*  
Redmond, WA

January 2021 - April 2021

- 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.

### ***Tools and Engine Programmer***

*DigiPen Institute of Technology - Team The Set Watchmen*  
Redmond, WA

August 2021 - April 2022

- 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.

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- 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.
- Created an overall positive work environment

## ***UI and Gameplay Programmer***

*DigiPen Institute of Technology - Team Forged By Fire,*  
Redmond, WA

August 2022 - Present

- 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.

## **Educational History**

*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