

Isaiah Swinton

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

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