

# Isaiah Swinton

## Gameplay Engineer

### Contact

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[Linkedin](#)

[Portfolio](#)

### Education

DigiPen Institute of  
Technology

Redmond, WA

BS in Computer Science  
and Game Design

August 2020 - April 2024

### Key Skills

#### Programming

Game AI

Gameplay

Tools

Rapid Prototyping

Algorithm Analysis

A\*

Multithreading

Data Structures

Debugging

#### Design

Encounters

UI/UX

#### Management

Agile

Waterfall

Sprint Management

### Languages

Fluent C++

Fluent C#

Java

### Tools

Unreal Engine 5 (C++)

UE5 (Blueprints)

Unity

Excel

Git Version Control

### Summary

Hard-working programmer with a love of developing games to create memorable experiences for players. Passionate about behaviors, gameplay, and collaboration.

### Experience

*August 2023 – April 2024*

#### Gameplay and Tools Programmer • One In A Krillion – C#

- Built a behavior tree and a behavior tree editor for controlling enemy behaviors for gameplay and cinematics.
- Developed an enemy targeting system to manage the engagement of an encounter in real-time.
- Prototyped and implemented certain abilities to facilitate designers in evaluating clarity of mechanics.
- Designed enemy encounters to establish growth and mastery within the players.

*August 2022 - April 2023*

#### UI and Gameplay Programmer • Scrap and Battery – C++

- Worked with Unreal's UI systems to create dynamic displays for health and abilities.
- Managed team meetings and stand-ups to accomplish tasks within sprints following Agile.
- Designed and iterated core combat UI to concisely express essential combat information and player stealth with minimal confusion.
- Integrated Unreal C++ to create synchronous gameplay effects for clarifying feedback of player actions.

*August 2021 - April 2022*

#### Tools and Engine Programmer • Cooper's Cleanup – C++ and Lua

- 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.
- Built a messaging system using queues within a custom engine to decouple gameplay code and to incorporate into the scripting system.
- Utilized Lua to script gameplay events and systems within the project to allow for designers to implement light scripting events in game..