# Isaiah Swinton

## Programmer

## Contact

443-589-4495
Iswinton2020@gmail.com
Linkedin
Portfolio

## Education

DigiPen Institute of
Technology
Redomond, WA
BS in Computer Science
and Game Design
August 2020 - April 2024
GPA 3.8

## Key Skills

C#
C++
Java
Linear Algebra
Unity
UE5
Communication
Gameplay Programming
AI Programming
Tools Programming
Team Management

## 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

*January 2021 - April 2021*
AI & UI Programmer • DigiPen Team Clever Pun
- 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.

*August 2021 - April 2022*
Tools and Engine Programmer • DigiPen Team Set Watchmen
- 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.
- Built a messaging system within a custom engine made from scratch.
- Created an overall positive work environment.

*August 2022 - April 2023*
UI and Gameplay Programmer • DigiPen Team Forged By Fire
- Worked with Unreal's UI systems to create dynamic displays for health and abilities.
- Delegated out tasks between team members and moderated meetings to be more productive.
- Utilized Unreal's blueprint system to construct various movement abilities for the player.