



# Marissa Angell

SOFTWARE ENGINEER

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## PROJECTS

### Natural Disaster

Sep 2022–Present

Gameplay Engineer | Team of 29 | UE5

- Designed and implemented an extensible component-based interaction system from scratch to meet the team's needs.
- Developed editor tools to control and customize gameplay systems for the team's artists and designers.
- Coordinated with 2 other engineers to handle version control onboarding, provide UE5 tech support, and write technical guides for 26 individuals.

### Home Goods Wizard

June 2022

Personal Game Jam Project | Unity

- Created a robust gameplay object hierarchy using object-oriented principles that allowed for rapid implementation of new furniture items.
- Designed and implemented a dynamic furniture catalog UI that tracked the player's crafting history and every item's unique recipes.

### Kindling

January - May 2022

Team Engineer | Team of 5 | Unity

- Worked as sole engineer to implement a dialogue system, quest framework, and puzzle mechanics such as throwing fire and pushing props.
- Designed and scripted UI for the menus, player HUD, and dialogue system.

### Scarf Girl Climbs a Mountain

August - December 2021

Gameplay & UI Engineer | Team of 6 | UE4

- Worked with 2 other engineers to implement 7 unique gameplay abilities; was personally in charge of telekinesis, grappling, swinging, and gliding.
- Coded the AI behavior for the game's final boss, the Mountain Goat.
- Handled scripting and cinematography for all 6 major gameplay cutscenes.

### Synchronous Spreadsheet Server & Client

March - May 2021

Network Engineer | Team of 6 | C++

- Implemented networking code for both the server and the client applications using the Boost.Asio C++ networking library.
- Containerized the server & client applications using Docker, and used AWS to deploy the server image.

## LANGUAGES

Java

C / C++

C# / .Net

Python

JavaScript / React.js

SQL / GraphQL

## SOFTWARE & SKILLS

Unreal Engine 4 & 5

Unity

Perforce / Github

Docker

Maya / Blender

Zbrush

Agile / SCRUM

## EDUCATION

### University of Utah

*Expected to Graduate May 2023*

Computer Science Major,  
Entertainment Arts &  
Engineering (EAE) Emphasis

○ GPA: 4.0

○ Relevant Coursework:

- Computer Graphics
- Artificial Intelligence
- Natural Language Processing
- Mobile App Development
- Algorithms & Data Structures

### Utah Valley University

*May 2019*

Associate of Science

○ Summa Cum Laude (4.0 GPA)