PEYTON BISCHOF

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EDUCATION

University of Central Florida, BS in Computer Science & BA in Game Design　　　　　　　**May 2024**
Distinction in Game Programming
Honors: Cum Laude, Director's Honor Roll, President's List
Relevant Coursework: [update per job]

EXPERIENCE

Midsummer Studios | Unannounced Game　　　　　　　　　　　　　　　　　　　　**Baltimore, MD**
Associate Gameplay Engineer　　　　　　　　　　　　　　　　　　　　　　　　*July 2024-present*
- Independently designed, coded, tested and passed review for 20+ foundational systems and features in Unreal Engine that were integrated into the production stream and will ship with the final product.
- Created 8+ custom editors and tools to support gameplay systems and custom assets with Slate to support the team at design-time, resolving gaps between engine and systems constraints.
- Leveraged experimental UE5 systems, including MVVM, PCG, State Trees, and EQS to innovate gameplay systems that _____.
- Provided real-time support for studio leadership during 3 week-long investor showcases at GDC, Gamescom, and private international demos, ensuring 100% uptime and zero crashes for the best demo experience.
- Developed and presented Gen-Z customer data to provide actionable insights to senior team members to ensure the game delivers the right experience for our target audience.

Aurora Interactive | Interweaver　　　　　　　　　　　　　　　　　　　　　　　**Orlando, FL**
Creative Director, Gameplay Programmer, Lead Technical Artist　　　　　*September 2023-May 2024*
- Proposed and spearheaded the development of a 3D puzzle-platforming game in Unity, assembled a leadership team, and led 14 students from a variety of disciplines to develop the title in 35 weeks, on-time and within budget.
- Designed and implemented core mechanics and custom systems, resulting in highly performant gameplay that sustains 60+ FPS on minimum-spec hardware and delivering a unique, high-fidelity player experience.
- Reduced designer workload by 30% by streamlining all gameplay systems with custom tools and functions.
- Supported and realized the creative vision as the sole technical artist; crafted intricate visual effects and shaders to effectively communicate gameplay mechanics and strengthen the visual experience.

iDTech　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**Seattle, WA**
Game Design Instructor　　　　　　　　　　　　　　　　　　　　　　　*October 2020-August 2021*
- Taught classes on Game Development in Unreal Engine, Unity, C#, C++, coding Minecraft plugins in Java, Adobe Photoshop and Illustrator, advanced math, physics, and more.
- Observed student learning and guided them through 2D and 3D game design software, taking students with little to no technical experience to creating fully playable games of their own in an average of 5 weeks.

Microsoft　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**Redmond, WA**
Junior Gameplay Engineer, QA and User Research　　　　　　　　　　*September 2019-August 2021*
- Developed innovative gameplay mechanics, matchmaking, and network-based multiplayer systems.
- Performed pre-release compatibility testing, debugged test cases, gameplay functionality by finding, reproducing, documenting bugs, and verifying fixes.
- Tested new entities, maps, items, and gameplay modes to ensure playability and gameplay balance.

Intern, Worldwide Consumer Business and Executive Management Unit　　*June 2019-September 2019*
- Created a product roadmap for Microsoft's Azure cloud computing by aligning with key stakeholders, gathering corporate customer insights, conducting market research, and analyzing competition to reduce consumer pain points and improve overall experience.
- Assembled a forum of corporate partners and sellers to assist Microsoft in identifying gaps in sales coverage for cloud computing services.

TOOLS

Programming/DevOps: C++, C#, Java, C, Python, HTML/CSS, JavaScript, GitHub, Perforce
Game Development: Unreal Engine 4/5, Unity, UE Niagara, ShaderGraph/VFXGraph
Art: AutoDesk Maya, Blender, Adobe Photoshop, Illustrator, Substance 3D, After Effects, Procreate