Peyton Tull
Gameplay Programmer
609-500-0783
ptull324@gmail.com
Portfolio Link

Peyton Tull – Game Programmer

EDUCATION

Rowan College at Burlington County

Medford NJ — *General Education*

2020-2021

Attended community college in New Jersey for my general education, and transferred after being accepted to UCF

University of Central Florida

Orlando FL — *Education Ongoing*

2021-2025

Currently attending college at UCF, actively working towards my undergraduate in Digital Media. Also minoring in Computer Science. Will graduate Spring 2025

EXPERIENCE

Game Workshop Project: Realm Runner

UCF Fall 2024 - Spring 2025 Semester
Lead Programmer

As a part of the game design track for UCF, We formed teams inside of our Game Workshop class to develop a vertical slice proof of concept for a game which eventually evolved into a full title with a Steam release.

- Task Distribution and Management
- Plugin Implementation
- Repository Management
- Gameplay Sequencing
- System Design

Casual Game Production Project: Kitty's Casino

UCF Fall 2023 Semester

Gameplay Programmer

Casual Game Production was focused on mobile game development, we learned about development considerations for the mobile platform and industry trends for mobile gaming.

- Minigames
- Story Scripting
- Customization System
- Holiday Update
- Touch Interactions

QUALITIES

Fast learner

Attentive

Responsive

Collaborative

_____

SKILLS

Mathematics

Programming

AI Programming

UI Implementation

Gameplay Sequencing

Character Scripting

Mechanic Creation

_____

LANGUAGES/TOOLS

C#

C

Java

HTML

Unreal Blueprint

Unreal Engine

Unity Engine

Resume Last Updated: 2/19/25

Peyton Tull
Gameplay Programmer
609-500-0783
ptull324@gmail.com
Portfolio Link