Elliot James

Game Developer

elliot.james@email.com

Professional Summary

Game Developer with 6 years of experience developing engaging gameplay systems and tools using Unity and Unreal Engine. Proficient in C#, Blueprint, level scripting, and optimizing game performance.

Skills

Unity, Unreal Engine, C#, Blueprint Visual Scripting, Game Physics, AI Pathfinding, Performance Profiling, Multiplayer (Photon, Mirror), Animation Systems, Mobile & PC Builds

Experience

Game Developer - InfiniteArcade Studios (2020 - Present)

- Implemented gameplay mechanics for 3D action RPG using Unity and Photon multiplayer.

- Created enemy AI using navmesh and FSM patterns.

- Designed level scripts and dynamic event triggers.

Gameplay Programmer - DreamOrbit Games (2017 - 2020)

- Built quests and dialogue systems using Blueprint in Unreal Engine.

- Developed modular systems for combat, inventory, and player progression.

Education

B.S. in Interactive Game Development, Full Sail University, 2016