



LYRA WHITMAN

Game Programmer

CONTACT

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Savannah, GA 

[LinkedIn](#) 

EDUCATION

Bachelor of Fine Arts
Interactive Design and
Game Development
Savannah College of Art
and Design
2013 - 2017
Savannah, GA

SKILLS

Unity
Unreal Engine
C++
C#
Visual Studio
Git
Blender
Autodesk Maya
Perforce
JIRA

WORK EXPERIENCE

Game Programmer

Hatchling Games

2022 - current / Savannah, GA

- Utilized Jira to ensure timely delivery of new features and bug fixes, boosting sprint velocity by 26% in three months
- Refined in-game lighting systems in Unreal Engine, ***maintaining a 63 FPS frame rate*** on target platforms
- Oversaw version control for 8 developers using Perforce, smoothening the integration of 102GB of assets
- Wrote C++ code to streamline input handling, slashing input lag for over 502,832 participants during multiplayer sessions

Game Developer

LunarEx Games

2019 - 2022 / Savannah, GA

- Tested new animations in Autodesk Maya, ensuring 18 character models were ready for integration within 6 weeks
- Built multiplayer features in C# using Unity's networking system, supporting up to 96 players per session
- ***Prototyped 32 game objects*** (weapons, tools) using Blender, increasing asset production output by 44%
- Implemented VR integration using Unreal Engine, building a game version that gained an 8.8/10 rating for immersion

Junior Game Developer

GamesThatWork

2017 - 2019 / Savannah, GA

- Managed assets and 14 code repositories with Perforce
- Optimized in-game systems with Visual Studio, identifying and fixing over 36 bugs and improving game performance
- Assisted in optimizing 3D models in Blender, ***trimming polygon count by 9K*** per model and boosting performance
- Committed weekly changes to Git and managed code updates for 3 in-progress game features