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# Skyler O'Neill

## Gameplay Programmer

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### Summary

Over 2 years of professional game development experience on an upcoming AAA title. Built and maintained key gameplay systems including quest and dialogue systems. Adept at learning and debugging systems developed by others. Skilled in looking at gameplay systems comprehensively in order to recognize and address conflicts before they cause bugs. Seeking a gameplay programmer position to utilize knowledge and talents while further building skills.

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### Skills

- **Programming Languages:** C++, C#, C, Java, Python
  - **Software:** Unreal Engine, Unity, Visual Studio, Perforce, Git, Microsoft Office
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### Professional Experience

<b>Jr Software Engineer</b>	January 2020 - present
<b>Firaxis Games</b>	Sparks, MD

- Writing and maintaining code for key gameplay systems, including quest, dialogue, and cinematics.
- Implementing gameplay additions and changes per designer request.
- Debugging and implementing code related to the localization of UI and dialogue text for an international audience.
- Using the Unreal Insights tool to profile and address performance problems.
- Training co-workers on the usage and capabilities of various game building tools.

<b>Game Design and Programming Instructor</b>	June - August 2017 & 2018
<b>Hagerstown Community College</b>	Hagerstown, MD

- Created lessons on coding and building games using C# and the Unity game engine.
  - Taught children ages 10-16.
  - Assisted students in troubleshooting a variety of programming issues.
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## Personal Game Development Projects

### **Sludger** June 2019 - May 2020

#### **UMBC Game Developers Club**

- A twin-stick shooter with swappable abilities and quirky NPCs.
- Made in Unity.
- Lead development of the game.
- Programmed game mechanics, various systems, AI and UI.

### **Keep Dry and Carry On** January 2020

#### **Global Game Jam** [globalgamejam.org/2020/games/keep-dry-and-carry-on](https://globalgamejam.org/2020/games/keep-dry-and-carry-on)

- A first-person furniture arranging game where the player must use furniture to plug holes in their houseboat to prevent it from sinking as long as possible.
- Made in Unity
- Programmed game mechanics related to the core game loop, including round control and scoring.

### **Mind Upload: Cardboard Edition** January 2018

#### **Global Game Jam** [globalgamejam.org/2018/games/mind-upload-cardboard-edition](https://globalgamejam.org/2018/games/mind-upload-cardboard-edition)

- A puzzle platformer with body swapping mechanics.
- Made in Unity.
- Developed the entire game as a solo project.

### **Skeletons in Hats** September 2018 - May 2019

#### **UMBC Game Developers Club**

- A 3rd person local multiplayer arena battler.
- Made in Unity.
- Programmed game mechanics, various systems, and UI.
- Designed gameplay mechanics and elements.
- Composed music.

### **Little Golem** September 2017 - June 2018

#### **UMBC Game Developers Club** [skylereoneill.github.io/little-golem/](https://skylereoneill.github.io/little-golem/)

- A 3D puzzle adventure game where the player uses rolling and gravity tilting abilities to solve puzzles.
  - Lead development of the game.
  - Programmed game mechanics, various systems, and UI.
  - Designed and built levels.
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