Tate Player

Layton, Utah, USA
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www.tateplayer.codes

PROFESSIONAL EXPERIENCE

FRONTEND SOFTWARE ENGINEER - REMOTE

Quebic Inc, Manchester, New Hampshire March 2021 - November 30, 2022
- Engineered a front-end user-facing application from conception to completion
- Worked with back-end teams to bring the application to life & connect it to back-end systems & APIs

FULL-STACK SOFTWARE ENGINEER - ON-SITE & REMOTE

MojiLife LLC, Lindon, Utah September 2016 - March 2021

- Developed front-end and back-end systems and interfaces.
- Managed a server database, created migrations and performed maintenance where necessary.
- Worked on every project from concept to completion, worked with teams of varying sizes to move ideas into reality.

PERSONAL EXPERIENCE

GAMEPLAY DESIGNER - Remote

Lead, Gameplay Design & AI Behavioral Design – Plague August 2020 - Current

- Currently in-progress project of a team of 5 members creating an independent first-person shooter named "Plague"
- Created several from-scratch systems with scalability and other developer access in mind to enable for rapid iteration and development of new features
- Designed dynamic AI behavior using AI behavior trees and state machines
- Improvised several workarounds when engine limitations came in the way of our vision
- Play-tested and provided feedback, as well as responded to feedback, in order to improve the overall experience
- Managed project milestones, goals and tasks via Trello

Gameplay Design – CoDWare 1 & 2 Jan 2020 - Feb 2020

- Worked with a team of a Level Designer and a UI Designer to create a PvP party mode for Black Ops III
- Designed & implemented the main gameplay loop, systems and other gameplay features

Gameplay Design, AI Behavioral Design – Boss Rush Jan 2020 - Feb 2020

- Worked with a Level Designer and a UI Designer to create a PvE mode for Black Ops III
- Designed & implemented the main gameplay loop
- Designed AI behavior using state machines and the server-side scripting backend provided by the engine

EDUCATION

Layton High School, Layton, Utah — *HS Diploma*

SKILLS

LANGUAGES

- C#
- Lua
- Python
- GSC
- TypeScript
- JavaScript
- Svelte
- HTML5
- CSS
- SQL

ENGINE

- Unreal Engine 4
- Unity
- Source Engine
- CoD Engine

PROJECT MANAGEMENT

- Jira
- Git
- Trello
- TortoiseSVN

CONCEPTS

- Database Structuring
- Behavior Trees
- State Machines
- Scalable System Design
- Server & Client Networking

Portfolio available on
www.tateplayer.codes