Tate Player

Full-Stack Web Developer, Gameplay Designer, Systems Designer

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PROFESSIONAL EXPERIENCE

MojiLife LLC, Lindon, Utah — *Full-Stack Web Development*

September 2016 - PRESENT

- Developed front-end and back-end systems and interfaces.
- Managed 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.

EDUCATION

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

PROJECTS

Project Breakdowns can be viewed at [my portfolio website](#).

CODWare 2 — *Call of Duty Multiplayer PvP Party Gamemode*

- Gameplay Scripter and Designer, Project Lead
- Lead project from initial design to completion. Worked with a team of a UI designer and a Level Designer to create a fleshed out product.
- Experimented with non-standard mechanics to create fun minigames for players to try out.
- Created expandable systems for ease of updating and evolving.
- Rebuilt CODWare 1 to be a more consistent, clean and smooth experience for the end-player.

Extinction: Ground War — *Call of Duty Multiplayer PvPvE Gamemode*

- Gameplay Scripter and Designer, Project Lead
- Lead project all the way through from initial design. Worked with a UI designer and 3D Animator.
- Experimented with new ways to play an FPS game, changing the perspective of the player and allowing them to learn new mechanics.
- Developed systems for easy expandability.

SKILLS
- PHP Server Development
- Laravel Framework
- HTML5, CSS3, Responsive Design, Javascript & jQuery
- SQL Servers & Data Management
- User Interactive Ease-of-Access
- C-Style Scripting
- Source Engine VScripting
- Behavior Trees
- Animation/Animator Trees
- Level Blockout

LANGUAGES

C#, C-style Scripting Languages, PHP, JavaScript, CSS3

SOFTWARE

Source, IW Engine, Radiant, Hammer, Jira, Visual Studio / Visual Studio Code, Unity, Photoshop

Smash Ops — *Call of Duty Multiplayer PvP Gamemode*

- Gameplay Scripter and Designer, Project Lead
- Lead project from initial design to completion. Worked with a small team of three.
- Gave pointers and direction on level design,
- Iterated on PvP gameplay based on user feedback and testing.
- Developed systems for easy expandability and implementation onto new maps.

Boss Rush — *Call of Duty Multiplayer PvE Gamemode*

- AI & Gameplay Scripter and Designer, Project Lead
- Lead project from initial design to completion. Worked with a UI designer and a Level Artist
- Created level blockouts for Level Artist to create art-passes on to the final version.
- Learned about & developed AI from-scratch using the built-in Black Ops 3 AI framework. Used behavior trees, animation trees and more to create "sentient" AI.
- Developed systems for easy expandability and implementation onto new maps.

Mindshare — *Call of Duty Zombies Mod Expansion*

- AI & Gameplay Scripter and Designer, Project Lead
- Lead project from initial design to completion. Worked with a medium-sized team of animators, UI designers, render artists, and testers.
- Developed new systems and new gameplay mechanics from scratch. Reworked previous systems to be cleaner and easier to work with.
- Created custom AI from scratch using custom pathfinding methods for aerial movement to work around technical limitations.

CODWare— *Call of Duty Multiplayer PvP Party Gamemode*

- Gameplay Scripter and Designer, Project Lead
- Lead project from initial design to completion. Worked with a Level Designer.
- Experimented with non-standard mechanics to create fun minigames for players to try out.
- Provided updates later on with added features, introduced new mechanics via these updates to provide fresh gameplay.