

Chase Thacker

Game Developer

Winter Park, FL

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Proficiencies

C++
C#
Unreal Engine 5
Unity
Source Control (Git/Perforce)
OOP/Memory Management
Python
Blender/Maya
Multi-threading
Agile/Scrum
JavaScript
Java
Data Structures
Databases (MySQL)
TCP/IP, UDP
Physics
3D Math

Skills

Clear Communication
Problem-Solving
Attention to Detail
Strong Work Ethic
Organizational Skills
Openness to Learn

Education

Aug 2022 - May 2024
Bachelor in Science - Game Development
Full Sail University

Aug 2019 - Dec 2021
Associate in Science - Programming and Analysis
Santa Fe College

Experience

○ Otisco Studios: May 2024 - Current

Ascendants 2099 (UE5)

Lead Game Programmer & C++ Game Developer

- **Designed** gameplay mechanics including how the player moves and uses weapons, interacts with the environment and other players, and other gameplay systems.
- **Engineered** parkour movement mechanics, two-weapon gun system, and various other gameplay mechanics.
- **Collaborated** with other team members to **design and implement** UI designs, weapon designs and map designs.
- **Optimize** systems to improve frame rate and lower memory usage of different assets and gameplay systems.

○ January 2024 - April 2024

Just A Simple Farming Game (UE5)

Lead Artificial Intelligence Programmer

- **Designed** enemy behaviors and attributes in collaborative technical design documents and **implemented** them in game based on design specifications using behavior trees and C++ respectively to match our combat system.
- **Created** boss enemy with multiple attacks and phases based on various different factors such as player position/distance, remaining health, etc. using state trees
- **Imported** and **Implemented** animations and models into Unreal for each enemy and their attacks using animation graphs

○ October 2023

Galactic Attackers (C++)

Lead Gameplay Programmer

- **Designed** enemy components and movement patterns using the FLECS entity system and 3D math skills
- **Integrated** player controls, enabling fluid movement and precise attack functionalities in C++

Supporting Graphics Programmer

- **Assisted** in creating the graphics renderer using the Gateway and CMake API, allowing 3D objects to move and render in real time