

# Chase Thacker

## Game Developer

Winter Park, FL

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## Proficiencies

C/C++

C#

UE5

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

## 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 - Oct 2024

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.

### ○ 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