Van Phelan

Game Designer

Employment

Academy of Interactive Entertainment
Game Programming Instructor
August 2019 to Present · Lafayette, LA

- Creation of lesson plans
- Instruction of game development in C#, C++, Unity, and Unreal Engine 4
- Oversight and guidance of collaborative student game productions
- Management of Trello, GitHub, and Perforce

Raconteur Games
Designer/Engineer
March 2021 to Present · Baton Rouge, LA (remote)

- System and level design
- Guidance to the team on best practices in Unity
- Implementation of movement, scent, contextual audio, and custom shaders

Wisp Entertainment
Co-Founder/Designer/Engineer
October 2012 to Present · Lafayette, LA

- Development of *Spire* using initially Unity and eventually ported to Unreal Engine 4
- Design and development of *The Legend of Excalipurr* using GameMaker Studio 2
- Presenting developed games at conventions

ULL Foundation
Game Academy Instructor
June 2009 to June 2010 · Lafayette, LA

- Creation of a lesson plan
- Teaching attendees (primarily high school students) use of GameMaker 8.1 and game design basics

Game Developer
June 2009 to August 2009 · Lafayette, LA

- Design and development of a web game to promote Cajun culture for a (now defunct) university website

Education

University of Louisiana at Lafayette
May 2011
Bachelor of Science in Computer Science

Contact

- ✉ vephelan@gmail.com
- 🌐 vanphelan.github.io/
- ☎ (504) 450-2614
- in linkedin.com/in/van-phelan
- github.com/vanPhelan

Skills

Programming Languages
C++
C#
Java
Markdown
CSS
HTML

Software and Tools
Unity
Unreal Engine 4/5
Game Maker Studio 2
Git
Perforce
Visual Studio
Office Suite
Trello

Interpersonal Skills
Agile Methodologies
Teaching
Communication