

Van Phelan

Game Designer

Employment

Academy of Interactive Entertainment

Game Programming Instructor

August 2019 to Present · Lafayette, LA

- Creating lesson plans
- Instructing game development in C#, C++, Unity, and Unreal Engine 4
- Overseeing and guiding collaborative student game productions
- Managing Trello, GitHub, and Perforce

Raconteur Games

Designer/Engineer

March 2021 to Present · Baton Rouge, LA (remote)

- Guided the team on best practices in Unity
- Designed systems and levels
- Implemented movement, scent, contextual audio, and custom shaders

Wisp Entertainment

Co-Founder/Designer/Engineer

October 2012 to Present · Lafayette, LA

- Developed *Spire* using initially Unity and eventually ported to Unreal Engine 4
- Designed and developed of *The Legend of Excalipurr* using GameMaker Studio 2
- Presented developed games at conventions

ULL Foundation

Game Academy Instructor

June 2009 to June 2010 · Lafayette, LA

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

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Education

University of Louisiana at Lafayette

May 2011

Bachelor of Science in

Computer Science

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