V COLLINS-LAINE

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EDUCATION

University of Southern California *School of Cinematic Arts* *Grad. December 2023*

- Bachelor of Arts in Interactive Media and Game Design
- Minor in Video Game Programming

Lakeside School *Seattle, Washington* *September 2016 - June 2020*

RELEVANT EXPERIENCE

Bloompunk *Lead Engineer* *August 2022 - May 2023*

First-person shooter roguelike made as part of USC Advanced Games Project.

- Working on a team of 30 to make a 12-minute demo debuting at USC Games Expo
- Leading a team of 6 engineers by managing tasks and conducting code reviews
- Collaborating with designers to prototype and iterate on systems and features in Unity
- Utilizing agile practices via scrum methodology to quickly develop features

Blue Monarch Games *Co-Founder, Solo Engineer* *June - August 2022*

Indie studio in rural New Hampshire developing Keep Me Posted, a cozy adventure game

- Singlehandedly scripted player controller, enemy behaviour, progression, and UI in Unity
- Developed on a condensed timeline, from ideation to polish and funding in < 4 months
- Designed combat systems and took part in other aspects of the design process
- Communally managed release plan, Kickstarter management, and marketing

Warm Blue *Developer* *January-May 2022*

Warm Blue is a procedurally-generated exploration game made in a pair over one semester

- Implemented multi-axis movement system in Unity using quaternion and vector math
- Conducted biweekly playtests, incorporating feedback and automatically collected data
- Prototyped multiple concepts and systems digitally and physically to test feasibility
- Handled task tracking and prioritization using a burndown chart in sprints

SKILLS

- 10+ years of coding experience: proficient in C++ & C#, familiar with Java & Python
- Tools: Unity, Perforce, Git, MonoGame, SDL2, Adobe Creative Suite
- Vector math, data structures, procedural generation, game AI, state machines, pathfinding
- Systems design, numerical balancing, prototyping, and playtest and usability processes