# V COLLINS-LAINE

vcollinslaine@gmail.com | (206) 755-8577 | Los Angeles, CA

https://www.linkedin.com/in/v-collins-laine | https://vcollinslaine.com

## EDUCATION

**University of Southern California** *School of Cinematic Arts*              *Graduating December 2023*
- Bachelor of Arts in Interactive Media and Game Design
- Minor in Video Game Programming

## RELEVANT EXPERIENCE

**Airstrafe Interactive** *Technical Design Intern*                         *May - August 2023*
*Independent studio making Saleblazers, an open-world, multiplayer survival game in Unity*
- Enhanced functionality of game's attribute and status effect systems, including implementing 10+ attributes and a new UI system to show currently active statuses and their durations
- Created new editor tools and changed how data was stored and organized to speed up iteration time of other designers and artists
- Overhauled the game's weather zone system implementation to streamline level editing and add functionality of weather-specific status effects and visuals
- Designed and implemented new NPCs, dialogue, and encounters to improve tutorialization and new player experience

**Bloompunk** *Lead Engineer*                                          *August 2022 - May 2023*
*First-person shooter roguelike made as part of USC Advanced Games Project*
- Built a 12-minute demo debuting at USC Games Expo with a team of 30 people over 1 year
- Led a team of 6 other engineers by creating documentation and pipelines, managing tasks, and conducting code reviews
- Collaborated closely with designers to create new gameplay features, complex UI systems, and editor and debugging tools Unity
- Optimized other engineers' code, including a custom object pooling system to save 5ms processing time and 600k memory allocation each frame
- Communicated engineering needs and capabilities to other disciplines to streamline workflow

**Blue Monarch Games** *Co-Founder, Solo Engineer*                          *June - August 2022*
*Indie studio in rural New Hampshire that developed Keep Me Posted, a cozy adventure game*
- Scripted player controller, enemy behaviour, tasks and level progression, pathfinding, and user interfaces in Unity as the sole engineer
- Developed on a condensed timeline, from ideation to polish & funding in less than 4 months
- Designed combat systems and participated in other aspects of the design process
- Managed release plan, marketing, and Kickstarter campaign and reward fulfillment

## SKILLS

- 6+ years of coding experience: C++, C#, Java, Python
- Tools and Frameworks: Unity, Perforce, Git, SDL2, Dear ImGui, currently learning Unreal
- Vector math, data structures, tools development, UI implementation, game AI, pathfinding
- Systems design, numerical balancing, prototyping, playtest and usability processes