

# V COLLINS-LAINE

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## EDUCATION

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**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

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## RELEVANT EXPERIENCE

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**Airstrafe Interactive** *Technical Design Intern* *May - August 2023*

*Independent studio making Saleblazers, an open-world, multiplayer survival game in Unity*

- Created new editor tools and changed how data was stored and organized to speed up iteration time of other designers and artists
- Added functionality to game's attribute and status effect systems, including implementing UI elements to show currently active statuses and their durations
- Overhauled the game's weather zone system implementation to streamline level editing and add functionality of weather-specific status effects and visuals
- Planned 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*

- Worked on a team of 30 to make a 12-minute demo debuting at USC Games Expo
- Lead 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, debug tools, and complex UI systems in 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, capabilities, and scope to other disciplines

**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*

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

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## SKILLS

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- 5+ years of coding experience: proficient in C++ & C#, familiar with Java & Python
- Tools: Unity, Perforce, Git, SDL2, Adobe Creative Suite, Jira currently learning Unreal
- Vector math, data structures, tools development, UI implementation, game AI, state machines, pathfinding
- Systems design, numerical balancing, prototyping, and playtest and usability processes