Vincent Kocks
Game Programmer

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Projects

Cobalt
3 months – 2018
Build/Tools Programmer
(35 Developers)

- Wrote PowerShell scripts for developer and build server use.
- Managed TeamCity CI projects and configurations for all UE4 teams.
- Documented localization, PS4, and build workflows for developers.
- Prototyped client deployment application for playtest PCs and PS4s.

Orcs Must Die! Unchained
22 months – 2017
UI/Tools Programmer
(88 Developers)

- Modified UE3 input system to support bindable multi-input commands.
- Adapted Scaleform emulator into UI testing tool for artists.
- Rewrote minimap, in-world markers, and flyoffs for max performance.
- Created in-editor tool for artists to create custom load screens.
- Customized HUD and menus to support PS4 platform.
- Built new Kismet nodes to support designers in creating sequences.

Vingine
10 months – 2015
Solo Developer

- Wrote codebase for custom C++ game engine.
- Built entity-component system for gameplay code.
- Supported multiple platforms: PS3, Vita, Android, and HTML5.

Super Slash n' Grab
7 months – 2014
Lead Programmer
(15 Developers)

- Implemented Scaleform HUD, menus, and map screens.
- Created custom cutscene player in Flash for UDK game.
- Built UDK localization class for swapping languages on-the-fly.
- Planned and managed tasks for three-programmer department.

Skills

Languages:	Engines/Tools:	Concepts:
≫ C++03	≫ Unreal Engine 3	≫ User Interface Implementation
≫ UnrealScript	≫ Scaleform/Flash	≫ Input Handling
≫ ActionScript 2.0	≫ Perforce	> Build Systems
≫ ActionScript 3.0	> Renderdoc	> Localization
≈ PowerShell	> TeamCity	> Model-View-Presenter
≈ C++11/14	≈ Unreal Engine 4	≈ Multiplatform Development
≈ C#	≈ Windows Presentation Foundation	≈ Entity-Component Systems

Education

The Guildhall at SMU, *Plano, Texas*   *May 2015*
Certificate in Digital Game Development - Specialization in Software
Development

Texas A&M University, *College Station, Texas*   *May 2012*
Bachelor of Computer Science