



Vincent Kocks

Game Programmer

vincent@vingenuity.net
<http://www.vingenuity.net>
(940) 631-5605

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:

- » C++03
- » UnrealScript
- » ActionScript 2.0
- » ActionScript 3.0
- ≈ PowerShell
- ≈ C++11/14
- ≈ C#

Engines/Tools:

- » Unreal Engine 3
- » Scaleform/Flash
- » Perforce
- > Renderdoc
- > TeamCity
- ≈ Unreal Engine 4
- ≈ Windows Presentation Foundation

Concepts:

- » User Interface Implementation
- » Input Handling
- > Build Systems
- > Localization
- > Model-View-Presenter
- ≈ Multiplatform Development
- ≈ 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