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|  | Vincent Kocks Game Programmer | **vincent@vingenuity.net** <http://www.vingenuity.net> (940) 631-5605 |

## Projects

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| 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

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| 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

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| **The Guildhall at SMU**, *Plano, Texas* Certificate in Digital Game Development - Specialization in Software Development | *May 2015* |
| **Texas A&M University**, *College Station, Texas* Bachelor of Computer Science | *May 2012* |