

Troy Hancock

Gameplay / Software Engineer

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SKILLS

ENGINES

Unreal Engine
Unity3D
Godot

LANGUAGES

C++
C#
Java
Javascript
HTML
CSS
React
Angular
PHP

TECHNOLOGIES

Perforce
Git
Github
Sourcetree
Renderdoc
SQL
PostgreSQL
MongoDB
NodeJS

GENERAL

Scrum
Video Editing
Aseprite
Leadership Skills
Self Motivated
Time Management
Communication
Organization
Task Planning

EXPERIENCE

Gameplay Programmer

Atlanta, GA

Dec 2020 - Present

Lionheart Games - Dragonspire (Unreal Engine PC / Mobile anime action RPG)

- Wore many hats implementing Gameplay, UI, and backend components with UE4 C++.
- Implemented all 50 in game character abilities using Unreal Engine's GAS plugin.
- Wrote enemy boss and AI logic using UE4 behavior trees and AI controllers.
- Streamlined GAS plugin infrastructure for modular future development.
- Solved performance issues on android fixing Niagara System hitches using PSO Caching.
- Implemented UI in UMG with blueprints and C++, designing a framework for future devs.
- Wrote server calls and components to communicate back end data to the front end.

PROJECTS

ParryQuest - <https://youtu.be/92HQh5xYiqw> <https://github.com/yortortle/ParryQuest-UE4-C->

- C++ Unreal Engine top down 2d RPG designed to replicate fast paced action mechanics.

Turn Roll - <https://youtu.be/h7goCJXvp4Y> <https://github.com/yortortle/TurnRoll>

- Designed a 3rd person party based puzzle game purely in C++ and Unreal Engine.
- Taught myself UMG for a simplistic UI to switch characters.

Online Education - <https://online-education-2021.herokuapp.com/>

- Created anthology using PHP Laravel, PostgreSQL, ReactJS, Javascript, HTML, and CSS.

Programming Resources - <https://lit-retreat-77505.herokuapp.com/>

- Worked with a partner using PHP, Postgres, ReactJS, HTML, and CSS.

EDUCATION

Georgia State University

Atlanta, GA

Aug 2014 - Dec 2018

Bachelor of Arts and Sciences (Philosophy)

- Cumulative GPU: 3.7
- Presidents list 2016

General Assembly

Atlanta, GA

Aug 2019 - Jan 2020

Fullstack Software Engineering Immersive

- Three-month, 500-hour full-time and full-stack program
- providing experience with full-stack programming languages, tools, and methodologies