

# Troy Hancock

Gameplay Engineer 2

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## SKILLS

Gameplay  
CCC  
Networking  
UI

## ENGINES

Unreal Engine 5  
Godot  
Unity3D

## LANGUAGES

C++  
C#  
Kotlin  
Python

## TECHNOLOGIES

Perforce  
Git  
Github

## GENERAL

Scrum  
Video Editing  
Self Motivated  
Time Management  
Communication

## EXPERIENCE

**Gameplay Engineer 2 - Final Strike Games** Remote June 2023 - Present

**Unannounced AAA project (November 2023 - Present)**

- Actively working with People Can Fly on an unannounced AAA project.

**Rapid Prototyping Internal AA Project (June 2023 - November 2023)**

- Wore many hats and fulfilled many needs in a rapid fast paced internal project.
- Implemented AI mechanics such as aggression and leashing.

**Gameplay Engineer - Final Strike Games** Remote June 2022 - June 2023

**Cancelled AAA title (C++ UE5) (June 2022 - May 2023)**

- Worked with Deviation Games on a now cancelled live service multiplayer title for PC and PS5.
- Full ownership of high quality movement mechanics, such as mantle or slide.
- Implemented shooter mechanics according to designer specifications.
- Worked with Gameplay Ability System (GAS) to make abilities controlling all matters of gameplay.
- Polished and implemented input system with custom specifications.
- Networked abilities to ensure consistent client server communications mid match.

**Gameplay Engineer - Lionheart Games** Atlanta, GA Dec 2020 - June 2022

**Dragonspire (C++ UE4) (Dec 2020 - June 2022)**

- 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.

## EDUCATION

**Georgia State University** Atlanta, GA Aug 2014 - Dec 2018

**Bachelor of Arts and Sciences (Philosophy)**

- Cumulative GPA: 3.4
- President of and founder of GCSU Smash Club, hosting tournaments and smash events.
- Presidents list 2016