| Troy Hancock  Gameplay Engineer 2 | [tnoblehancock@gmail.com](mailto:tnoblehancock@gmail.com)  <https://www.linkedin.com/in/troy-hancock/>  [github.com/yortortle](https://github.com/yortortle)  770-843-6891 |
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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 |
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| 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. |
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| EDUCATION | | **Georgia State University** | Atlanta, GA | Aug 2014 - Dec 2018 | | --- | --- | --- |   Bachelor of Arts and Sciences (Philosophy)  • Cumulative GPU: 3.4  • President of and founder of GCSU Smash Club, hosting tournaments and smash events.  • Presidents list 2016 |
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