

**Video Game Software Engineer** with experience in Gameplay Mechanics, Tooling, Devops, & Networking

## SUMMARY

Enthusiastic programmer known for their knowledge of Unreal, C++, Gameplay Mechanics, and Devops pipeline, with three years leading a team of four on two successful Unity3D commercial projects (in prototype of third). Looking for a full-time position where their experience at developing gameplay mechanics, creating internal tools, and advocating for better department processes will be valued.

## SKILLS

Languages	Engines	Technical
■ C++	■ Unreal	■ Confluence
■ C#	■ Unity3D	■ Perforce
■ Python	■ Hazel engine	■ Git
	■ XNA	■ Docker
		■ Photon
		■ Scrum
		■ Jira
		■ GitLab CICD pipeline

## RECENT EXPERIENCE

### Unity3D C# Programmer, Tevolve (March 2020 - Present)

Was responsible for working with owners of Riddle Rooms LLC [ririddleroom.com/digital-games](http://ririddleroom.com/digital-games) on creating a new technology division of the company to develop digital experiences & AR integration

- Led a new technology team of 4 on two games for **Agency Secrets** and **Game of Clones**. These games were a digital experience of Escape Rooms during Covid to continually promote Riddle Room's core product, the physical escape rooms and to explore AR integration.
- Constantly optimized gameplay mechanics to ensure a smooth 60 Frames per Second experience in all kinds of Web browsers and Computers.
- Developed our game mechanics such as multiplayer lobbies, networked mechanics, multiplayer puzzle interaction.
- Created engineering best practices on Devops, Live Operations, and our internal process of ActionSteps for getting a game mechanic through design and into code.
- Assisted in collecting and filtering **User Feedback loops** with multiple variant builds

### Lab Monitor/Mentor, New England Institute Of Technology (Jan 2019 - March 2020)

Code tutoring through the school, Responsible for the Computer Lab keys and signing students in/out.

- Helped over 40 students in improving their programming skills

## RECENT MECHANIC PROJECTS

### Telekinesis in Unity3D - <https://joelmhanson42.wixsite.com/portfolio/control-telekineses>

Set out to remake Telekinesis from the game *Control*. Learned DoTweening for procedural animation.

### Legend of Dragoon Combat in Unity3D -

### <https://github.com/Squizyton/LegendOfDragoonCombat>

Set out to remake the full combat from the Legend of Dragoon. Wanted to learn Turn based structuring, and re-create the combo based timing mechanic.

## EDUCATION

**Bachelor of Science, Game Dev & Simulation 2017 - 2020**

New England Institute of Technology, East Greenwich, RI - **Dean's List & High Honors**