

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

- C++
- C#
- Python

Engines

- Unreal
- Unity3D
- Hazel engine
- XNA

Technical

- Confluence
- Perforce
- Git
- 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 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**