

Evan Allen | Game Developer & Programmer

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PORTFOLIO: [Evan Allen | Game Developer Portfolio](#)

SOCIAL: [\(4\) Evan Allen | LinkedIn](#)

Technical Skills

Engines/Platforms: Unity, Unreal Engine 5, GitHub, Windows, Linux, Autodesk Maya, Autodesk 3DS Max

Programming Languages: C#, C++, Unreal Blueprints, HTML, CSS, JavaScript, Python

3D/Content Creation: Character Rigging, Animation, 3D Modeling, World Building, Custom GUI Creation, Web Development

Soft Skills: Project Management, Problem Solving, Strong Organization, Self-Motivated, Team Collaboration

Developer Profile

Talented professional pivoting to a career in game development, bringing 3 years of combined experience developing games in both Unity and Unreal Engine.

- Proven proficiency in core industry programming languages: C# and C++.
- Portfolio demonstrates strong technical and artistic diversity, showcasing skills in character rigging, animation, 3D modeling, custom GUI creation, and technical programming.
- Leveraging high-value skills from prior experience in project management, efficient task prioritization, and cross-functional team collaboration, highly valued in fast-paced development cycles.

Development Experience

Project C.A.D.E | Unity/C#

- **Cutscene System Implementation:** Designed and built a dedicated **Cutscene System** utilizing a **Timeline Manager** for managing cinematic sequences and integrating narrative smoothly.

- **Level Design and Progression:** Took ownership of **Level Design** and created the **progression path** through the level, ensuring a balanced and engaging player experience.
- **Boss Battle Implementation:** Designed, scripted, and implemented the **Boss Battle**, which includes defining the boss's unique mechanics, attack patterns, phases, and the overall final challenge for the player.
- **Stealth System:** Developed a comprehensive **Stealth System** that dictates player visibility and enemy detection, forming a core part of the gameplay loop.
- **Hacking Mechanics (Doors & Cameras):** Integrated the stealth system with **"hackable" doors and security cameras**, creating dynamic gameplay challenges where the player can manipulate the environment to their advantage or avoid detection.
- **Interactable System with Raycasting:** Created the base **Interactable System** using **Raycasting**, allowing the player to look at and trigger specific actions with objects in the game world.

Castle Defender | Unity/C#

- **Core Game Logic:** Designed and implemented all fundamental 2D Tower Defense mechanics, including **dynamic enemy wave generation, tower targeting systems, and projectile physics**.
- **Pathfinding & AI:** Developed efficient **enemy pathfinding algorithms** using Unity Nav Mesh to direct units along pre-defined or dynamic routes while handling collisions and movement speed variations.
- **System Design:** Engineered and maintained a scalable **in-game economy system**, managing resource collection, unit purchasing, and multi-tiered tower upgrade costs.

Orc Attack | Unity/C#

- **Engine Proficiency:** Developed a **top-down survival brawler** in the **Unity Engine** using **C#**, serving as a **key learning project** to build robust game systems and solidify object-oriented programming (OOP) principles.
- **Combat Logic:** Implemented responsive player movement, melee combat controls, and **accurate hit detection** utilizing Unity's physics and collision systems.
- **Wave Generation:** Engineered a **wave-based survival system** featuring dynamic enemy spawning logic, difficulty scaling, and timed intervals to increase game challenge over time.

Zombie Rush | Unity/C#

- Implemented a custom **2D physics** model for main character movement, providing precise control through single-user input (flapping).
- Designed and coded an **infinite procedural level generator** responsible for spawning randomized, challenging obstacles continuously.
- Managed the **asset integration pipeline** to successfully re-theme the game into "Haunted Zombie Rush" and ensure accurate collision box implementation across all custom assets.
- Integrated a complete **scoring and high-score system** alongside robust Game State transitions.

Conways: Game of Life | C++/ wx/Widgets

- **Simulation Core:** Implemented the complete set of cellular automata rules for the Game of Life, designing an optimized algorithm for high-speed, concurrent generation updates across a large 2D grid.
- **User Interface:** Developed an interactive GUI using wxWidgets that allows users to **start, pause, reset, and adjust the simulation speed** in real-time.
- **Technical Skill:** Applied **Object-Oriented Programming (OOP)** principles to clearly separate the front-end rendering logic from the back-end simulation and state management, ensuring a modular and maintainable codebase.

Education

Full Sail University | Bachelor of Science: Game Development

- Expected Graduation: November 2026
- Current GPA: 4.0

Previous Professional Experience

Toledo Public Schools | Paraprofessional Educator | *August 2019 – Current*

- Managed diverse individual student needs, requiring constant prioritization and adaptability—skills essential for agile project management.
- Collaborated effectively with team members and parents to achieve shared goals, translating to strong cross-functional communication in a development team.

Tecumseh Public Schools | IT Help Desk Technician | *October 2018 – June 2019*

- Maintained detailed documentation of customer interactions and resolutions, demonstrating strong organizational skills for bug reporting and project tracking.
- Evaluated and recommended software/hardware improvements, showcasing analytical problem-solving.