

CURTIS.PHILLIPS;

{SOFTWARE ENGINEER && GAME DEVELOPER}

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(562) 658 - 5304

CORE.SKILLS;

- **Languages:** **C#** (Gameplay, Tools, Systems), **Java** (Systems, Gameplay), **C++** (Systems), **Python** (Systems), **LUA** (Gameplay, Tools, Systems)
- **Software/Engines:** **Unity** (Gameplay, Tools and Shader Programming, Tile Palettes, Terrain, Animation), **Unreal Engine** (Gameplay Programming), **Blender** (3D Modeling, UV Unwrapping, Rigging, Animation), **ROBLOX** (Gameplay, Tools, Systems)

INDUSTRY.EXPERIENCE;

Gamefam - Programmer II (October 2022 - Present)

- Designed and developed features for a Metaverse experience on Roblox, Warfare Tycoon
- Used Roblox LUA to program a modular vehicle system to be utilized on a variety of vehicles
- Used Roblox LUA to program a modular helicopter system to be utilized on a variety of helicopters
- Used Roblox LUA to program an airstrike system similar to that found in the Call of Duty and Battlefield franchises
- Utilizes Roblox's Constraint system to create realistic suspension simulation for vehicles

Digital Rustic - Lead Programmer / Tools Engineer (January 2021 - October 2022)

- Developed node-based dialog editor tool for the Unity game engine that handles branching dialog with unlockable paths, and event triggers.
- Programmed Gameplay, Systems, and Shaders for a Point and Click Adventure game, 2D Hack N' Slash game, and Speed Dating Simulator
- Collaborated with a close-knit team to design and develop video games
- Led design discussions during weekly sprints to define the direction of the projects

AFAHub - Video Game Design Academy Director (January 2019 - October 2022)

- Provided hands-on teaching to adults with special needs
- Used the Unity game engine to teach Video Game Design and Game Development
- Used the Blender 3D Modeling software to teach 3D modeling, UV unwrapping, Rigging, and Animation.
- Oversaw and managed tasks and deadlines for over 15 year-long game development projects

Self-Published

- Designed and developed my own 2D game engine using C# programming
- Developed a turn-based rouge-like using my 2D game engine
- Designed and developed a voxel-based game engine using Java programming
- Developed a series of Minecraft-based minigames in the Unity game engine for a Youtube Series targeting Windows PC and WebGL