

# Evan Thaxter

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## Skills

Unity Engine (C#)

Unreal Engine 4 (Blueprint)

Scripting (Python/Lua)

Git

Agile Development

Adobe Creative Suite

## Game Projects

### **Procedural Murder Mystery - Solo Developer**

January - May 2022 (Team Size: 1)

- Analyzed genre tropes and systems to design a murder mystery game based on deductive reasoning
- Implemented system design using Unreal Engine's Blueprints

### **Pleading Flames - Lead Designer**

January - March 2021 (Team Size 7)

- Directed team vision to create a dark sci-fi FPS with multipurpose mechanics
- Assisted programmers with writing tools using C#
- Envisioned and implemented game's UI using Unity

### **Clambering - Solo Developer**

January 2021 (Team Size: 1)

- Developed intuitive climbing mechanics and assets over the course of 8 days
- Efficiently implemented 1 joint inverse kinematics system

## Experience

### **Champlain College - Game Lab Tutor**

(Burlington VT) September 2020 - May 2022

- Debugged and assisted with a variety of game engines (Unity, GameMaker, Unreal)
- Mentored students in CLI Git and version control

### **Champlain Game Academy - Programming Teacher Aide**

(Burlington VT) July 2020 - July 2021

- Aided over 20 campers in their uses of the Unity Game Engine
- Mentored students in game design and production workflow