

# Evan Thaxter

Newbury, MA | (207) 756-0677

[evan.s.thaxter@gmail.com](mailto:evan.s.thaxter@gmail.com) | [linkedin.com/in/evan-thaxter](https://www.linkedin.com/in/evan-thaxter) | [arachnibot.com](http://arachnibot.com)

## Game Projects

### **Murder at Scramble Station - Solo Developer**

January - May 2022 (Team Size: 1)

- Analyzed genre tropes to design a procedural murder mystery game based on deductive reasoning, with randomized locations, personalities, and alibis
- Implemented design using unreal engine blueprints over a single semester, using shuffled arrays to pick personalities, names, and locations

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

January - March 2021 (Team Size 7)

- Directed team vision to create a dark sci-fi FPS with multipurpose mechanics
- Conceived and documented a variety of systems such as Zero Gravity movement, fuel management, and fire-less zones
- Sketched up and implemented UI designs with Adobe Creative Suite and Unity Engine

### **Clambering - Solo Developer**

January 2021 (Team Size: 1)

- Developed climbing mechanics and assets over the course of 8 days, with a focus on intuitive controls
- Efficiently implemented 1 joint inverse kinematics system in the first 3 days

### **Stone Knight - Solo Developer**

April - May 2020 (Team Size: 1)

- Envisioned and prototyped puzzle game using PICO-8 Engine with a focus on pushing minimalistic mechanics
- Greyboxed 8 levels of puzzles in a span of 14 days,

## 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

## Education

### **Champlain College, Burlington, VT**

- Pursuing Bachelor's Degree in Game Design, Graduated May 2022
- Learned industry standard agile scrum for game development via work on teams consisting of multiple artists, producers, programmers, and designers