

Evan Thaxter

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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

Experience

Motion Logic Studios - Unreal Engineer (Upcoming Project)

September 2022 (Team Size: 5)

- Programmed gameplay systems such as timer and player movement adjustments using Unreal Engine 4 visual scripting
- Worked with pre-existing code to create satisfying movement during melee attacks

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