

WYATT JOHNSON

GAMEPLAY ENGINEER

+1 406-600-0204 | wyatt@wyatt-johnson.com | wyatt-johnson.com

Education:

Savannah College of Art and Design

B.F.A in Interactive Design and Game Development, 2018

Programming Languages:

C#
C++
Java
HTML/CSS

Skills:

Unreal Engine 4
Blueprint Visual Scripting
Git/Perforce
Autodesk Maya
Adobe Photoshop
Agile Methodology
Atlassian/Jira

Experience:

Dynojet Research November 2018 - April 2020

Software Engineer

- Collaborated with other Software Engineers to build new functionality and maintain existing systems throughout the PowerCore software suite.
- Participated in code reviews, received feedback from senior engineers, and gained experience in writing custom, maintainable C# code.
- Designed and implemented the UI for a new application.
- Interfaced with manufacturing department to create new detailed web-based documentation for under-documented manufacturing processes.
- Wrote new Software Testing Plans across entire PowerCore software suite, improving test coverage and accuracy.

Amnesty June 2017 - September 2017

Programmer

- Designed and implemented new gameplay systems for an asymmetric multiplayer first-person action game in an existing codebase using Unreal Engine 4 Blueprints.
- Optimized the game's online networking.
- Rigged a major character for animation.
- Designed and constructed the game's website.

Neak Ta's Wrath March 2017 - June 2017

Lead Programmer, Designer

- Designed and constructed gameplay systems for ghostly stealth and possession game.
- Implemented all game mechanics and AI characters in Unreal Engine 4 using Blueprints and C++.
- Led team sprints using Agile Methodology.
- Managed the team's Perforce version control and backup software.

SCAD Humans vs Zombies March 2016 - March 2017

Gameplay Coordinator

- Led gameplay team and oversaw design of all game rules, missions, and player classes.
- Managed 200+ players in live action setting for duration of game.
- Worked with Media and Moderator Coordinators to enforce game rules, produce media advertisements, and represent club to school officials.
- Built and maintained game's web functionality.