

# Justin Mulkin

Game Programmer

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## SKILLS/ABILITIES

### Game Engines

Unreal Engine 4, Unity2D and 3D

### Product Management

3 projects created using Agile / SCRUM

### Programming Languages

C, C#, C++, Python

### Version Control

Git(Bash and SourceTree), Hg, SVN

## EDUCATION

Champlain College, Burlington, VT

Pursuing a Bachelor of Science in Game Programming

Anticipated graduation: May 2018, 3.1 GPA

- Studied abroad in Montreal (September 2016 - December 2016)
- Took courses in: AI for Games, Game Physics, and Networking for Online Games

## WORK EXPERIENCE

### Family Resource Center Guide

August 2013 - Present

- Acted as group leader during field trips
- Assists in running the town's summer camp
- Supervises kindergarten through fifth grade students
- Worked one-on-one with special needs student

Birch Grove Primary School

## PROJECTS

### Programmer

- Unity developed FPS
- Developed analytic / heatmap tools
- Setup features to work in a networked environment
- Worked alongside a team of 8

[re]Mod

### Lead Programmer

- Unreal developed TPS
- Created rhythm-based shooting mechanics
- Implemented basic networking features

Halftime

### Lead Programmer

- Unity developed PC driving / action game
- Went through team onboarding for new members
- Worked on 3D driving physics

Wasteland Overdrive