Ian Melvin

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Skills

- C / C++ / C# - Unreal Engine 5 - Unity - Agile & Scrum - Git - Jira - Visual Studios

Notable / Published Projects

Dead Pedal, Unreal Engine 5, 23 Person Team, Steam
Systems & UI Programmer, September 2022 - May 2023

- Worked with UI/UX design members to implement wireframes in engine using UMG
- Utilized data tables to serve as the base of the player customization system, giving the team easy access to the system without needing code knowledge
- Integrated dynamic UI into real-time action gameplay that hooks into custom mission/narrative solution
- Constructed a comprehensive settings menu to manage in game graphics settings and controls options

Clockwork Portal, Unity Engine, Solo, Github
Programmer, November 2022 - December 2022

- Created wrist based UI menu system to provide all player data with ease in a templated system
- Advanced the core mechanics from early concepts to a polished state

Mini Infinity, Unity Engine, 9 Person Team, itch.io
Lead Programmer, January 2022 - May 2022

- Designed and implemented the UI systems, using Unity UI (Setting Menu, HUD)
- Responsible for working with Unity's Animation State Machine to connect the character and enemy animations to their actions
- Matured the core mechanics from early concepts to a polished and publishable state

Work Experience

UVM SEGS Lab, 7 Person Team, Burlington, VT,
Unity Programmer, January 2023 - Present

- Developing a Flood Simulator game in Unity for the Cooperative Institute for Research to Operations in Hydrology
- Facilitating the study of the impact of government warnings, the local news, and community interactions on people's decision making
- Collaborating in weekly meetings to iterate on a our gameplay systems to ensure we met deadlines and our intended outcomes while discussing potential tradeoffs

Weathered Sweater, Burlington, VT
QA Tester, October 2020 - January 2022

- Tested published games such as: Pupperazi, Skater Gator, and Dot's Home
- Provided reports of any bugs and how to trigger them, as well as difficulty to complete tasks and other quality related questions

Volunteering

Tykhe, Discord Bot, Discord Server
Card Collaborator, April 2023 - Present,

- Concept and finalize new game content, ensure it is compatible with the games structure, and plan out fun ways to introduce the content to the community

Education

Champlain College, Burlington, VT, Class of 2023
Bachelor Of Science, Game Programming, Minor in Mathematics, Summa Cum Laude