

# SARAH SMITH

## Game Programmer

📞 (555) 987-6543

✉️ sarah.smith@email.com

📍 United States, Austin, TX

### 💡 Professional summary

Detail-oriented Game Programmer with 7 years of experience in developing game engines, AI systems, and backend services for high-performance games. Eager to contribute technical skills and innovative problem-solving abilities to the development of cutting-edge gaming experiences.

### 🚧 Experience

April 2021 - Now

#### Game Programmer

Shadow Digital Studios, Austin, TX

- Implement AI for non-playable characters (NPCs) in an open-world RPG, improving NPC behavior complexity and player interaction.
- Develop and optimize core systems for a multiplayer game, reducing latency by 30%.
- Integrate third-party tools and SDKs into the game engine, enhancing features like player matchmaking and voice chat.
- Collaborate with the design team to implement mechanics like combat combos and resource management into the game engine.

July 2018 - March 2021

#### Junior Game

#### Programmer

Cobalt Studios

- Assisted in programming gameplay systems using C++ and Unity, including camera controls, player movement, and environmental interactions.
- Worked on integrating 3D assets and animations into Unity, improving performance by optimizing the rendering pipeline.
- Debugged and resolved software issues in the game engine, increasing stability.
- Collaborated with senior programmers to refine game mechanics based on feedback from the QA team.

### 🎓 Education

**Bachelor of Science in Computer Science, University of Texas, Graduated: 2018**

### Certifications

- Certified Unity Developer (2021)
- AWS Certified Solutions Architect (2020)

### Projects

#### Rogue Quest – Lead Programmer

- Developed an AI-driven dungeon-crawling game with procedural generation in Unity. Achieved 100,000 downloads on mobile platforms.

#### Fury Road – Multiplayer Systems Programmer

- Optimized networking code for a real-time multiplayer racing game, improving player connectivity and match stability.

### 🚀 Skills

#### C++ & C#



#### AI Programming



#### Multiplayer Systems



#### Unity & Unreal Engine



#### Game Engine Optimization



#### Cloud Computing & AWS



#### Physics Programming



#### Shader Programming



#### Debugging & Performance Tuning



#### Database Integration

