

SARAH SMITH

Game Programmer

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 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	★★★★★★