

# Cameron Monks, Gameplay Programmer

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## SKILLS

### Languages:

- |        |            |
|--------|------------|
| • C    | Proficient |
| • C++  | Proficient |
| • Java | Proficient |
| • C#   | Familiar   |
| • JSON | Familiar   |

### Programs/Tools:

- |                    |            |
|--------------------|------------|
| • Source Control   | Proficient |
| • Memory Debuggers | Proficient |
| • Unreal           | Proficient |
| • Unity            | Proficient |
| • CI/CD            | Familiar   |
| • Autodesk Maya    | Familiar   |

### Soft Skills

- |                       |            |
|-----------------------|------------|
| • Leadership          | Proficient |
| • Communication       | Proficient |
| • Team Organization   | Proficient |
| • Conflict Resolution | Proficient |

## Student Projects

### **Systems/Gameplay Engineer** — @w@, CyberStrike

Jan. 2022 - Present

- Manages a team of 4 working on a single player action combat game, including milestone deliverables, documentation and source control oversight
- Architects and implements gameplay systems in Unity, working with designers and a technical artist
- Facilitates communication between engineers, artist, and designers

### **Gameplay Programmer** — Ion Cowboys, Overrun

Sep. 2020 - Dec. 2020

- Collaborated with a team of 6 designers and programmers to implement data driven gameplay systems in a networked game
- Designed combat system implementation based on designers needs of rapid iteration
- Managed and tracked issues with live builds for deliverable submissions

### **Gameplay Programmer and Systems Designer** — Arclight Studios, Boats

Sep. 2019 - Apr. 2020

- Collaborated with a team of 6 designers to design and implement game systems in a boat based game developed in Unreal 4 with build and test servers
- Worked in Maya to generate assets for the project
- Worked with a composer to identify needed sound assets and implement them

### **Creative Director, Design Lead, and Gameplay Programmer** — Arclite Studios, R.A.T.S

Sep. 2018 - Apr. 2019

- Directed a team of 4 designers in creating a 2D Platforming game in a custom engine with build and test servers
- Managed scope and design requirements
- Collaborated with Artists and programmers to generate asset lists

## Education

### **DigiPen Institute of Technology, Redmond, WA** — *Bachelors of Science in Real Time Interactive Simulation*

2017 - 2022

Computer science classes such as Data Structures, Operating Systems and Advanced C++. Focusing projects on gameplay programming, optimization, and parallel programming