

# Ian Overturf

[IanOverturf@gmail.com](mailto:IanOverturf@gmail.com) • (707) 590-2200 • [Website](#)

---

## GAME PROGRAMMER || SYSTEMS

---

- Experienced C++ programmer: created several small to medium scale applications including a graphics package with DirectX11 and a 3D game engine in C++.
- Specialize in optimization using engine and language tricks to improve application performance.
- Studio environment experience working with teams of programmers, designers, and artists.
- Firsthand experience with products from their initial conception to their final design.
- Experience exposing functionality to Blueprint from Unreal's C++.

---

## SKILLS

---

### Languages

- Proficient: C++ (5 years); C# (3 years), Python (2 years), Blueprinting (3 years), Java (<1 year).
- Familiar: C (1 year), Assembly x86 (1 year), Scala (<1 year), Scheme (<1 year), UML (<1 year).

### Software

- Engine: Unreal, Unity, Source.
- Development tool: Perforce, Git, Bitbucket, Visual Studio Enterprise (2015/2019), JetBrains Rider, CRM (bug/incident tracker), Slack, Teams, Trello/Taiga.

---

## EXPERIENCE

---

### Killecibles, Game Programmer

9/20 – 3/22

*Multiplayer round-based top-down fighter*

*Studio: DOGS Studio*

- Created in Unreal, utilizing Perforce and Taiga for development tools.
- Assisted with initial project creation and discussion of design.
- Incorporated Unreal's Gameplay Ability System for player abilities and attributes.
- Ensured the project was multiplayer ready with frequent replication tests.
- Created tools and documentation to teach future programmers and designers about created systems.

### Proving Grounds, Game Programmer / General Programming

12/20 – 6/21

*Single player, third person hack-and-slash round-based roguelike set in Ancient Egypt.*

*Team size: 6*

- Created in Unreal Engine, Perforce for version control, Trello, blueprinting and C++.
- Design and implement player features for combat, locomotion, interaction, and more.
- Standardize art, design, and programming data to be persistent and serializable.
- Implement animation logic and dispatch time-based events.
- Create audio subsystems for persistent audio and sound localization.
- Maintained final product through performing builds, squashing engine bugs, and profiling.

### Sly Engine, Game Programmer / Engine Programmer

12/19 – 12/20

*Single player, third person round-based tank shooter, Sly Engine (Homemade)*

*Team size: 1*

- Designed and implemented a feature rich game engine with optimization in mind.
- Created a gameplay demo to assess the engine and showcase its features.
- Implemented simple AI, levels, and a win scenario to complete the demo.
- Researched and implemented a console system to issue engine/game commands in real-time.
- Created debug and visualization tools to assist with development.

---

## EDUCATION

---

### DePaul University

*BS in Computer Science with Game Systems Concentration*

*Minor in Game Design*

- Cumulative GPA: 3.96/4.00

Chicago, Illinois

Graduated March 2022