Eric Young

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Rapid Prototyping Profile

Creative and dedicated professional with ability to present new concepts to board members, clients, or investors for final approval before launch of product. Unity 3D engine expert with a focus on video game development, experienced in both JavaScript and C# programming languages. Creative and dependable team player dedicated to innovation, exposition, and efficiently resolving project issues. Proficient in brainstorming and creating new interactive 3D experiences, with high-end characters, creatures, props, and environments in Unity (C#) and Unreal Engine. Adept at planning and executing functional prototypes as wireframes, as well as in Unity and/or Non-Linear-Editors(NLE). Intuitive specialist and articulate communicator equipped with exceptional leadership, organizational, decision-making, and analytical skills.

Areas of Expertise

- Rapid Prototyping
- Process Improvement
- Unity Game Engine
- Game Development
- Client Management

- 3D/2D Game Design
- Strategic Planning
- Script-to-Script Communications
- Cross-functional Collaboration

Technical Proficiencies

- C#
- Unity3D
- JavaScript
- HTML
- CSS

- C
- Python
- Arduino
- MS Office Suite

Professional Experience
Freelance, Remote 2015 – Present
- Unity Game Engine and C# Coding Specialist
- Manage all aspects of Unity Game Engine, including Animation, Audio, Physics(3D/2D), 3D/2D Game Design.
- Coordinate with Game Managers and streamlined Script-to-Script communications. Organize virtual cameras, blend cameras, and track dollys in Cinemachine. Ability to design VR experiences, world-space Canvas, teleporting, picking up, and rotating objects, enemy intelligence, implementing sockets & attach points, and general and specific logic for activation of various in-game objects.

- I have created several games from concept to distribution. Use of Timeline to add/enhance animations and Cinemachine to provide a wealth of camera effects add to the final product.

Additional Experience
- Crew Lead, Young Brothers Farms
- Owner/Operator, Warrior Ways Martial Arts & Leadership Development

Certifications
Gamedevhq -
- 2D GameDevelopment
- Beautiful Games
- Cinemachine & Timeline
- 2.5D Platformer, User Interface(UI)
- Game Logic & Interactions
- New Unity Input System(NUIS).

Unity Learn Badges -
- Get Started With Unity
- VR Basics
- Ergonomics & Optimization (VR)

I love solving problems.
Solving puzzles is a love of mine.
And I do so on a number of levels. From gardening and acting as a mechanic for the machines and tools I have in my care to creating and maintaining behaviors and states in Unity and C#

Here is a list of recent challenges that I have undertaken to add to my list of accomplishments.

A List of Badges Earned & Skills Acquired via GDHQ
2D Games
- 2D player movement, basic enemy behavior, use of rigidbodies and physics, creation of a wave system, creating different types of enemies and powerups.

2.5D Platformer
- learned how to create a 2D type of game with a 3D feel, XZ movement, moving platforms, interactables(chests, doors, ladders), collectibles(coins, armor, weapons, keys)
- Use of animations to impart life-like visuals to the player, enemies and NPCs

Beautiful Games
- organization and use of models and props to design sets
- use of light and light probes to create post processing effects that enhance any scene

Timeline/Cinemachine
- Virtual cameras including tracked dolly cameras are used to create interesting and thought-provoking camera handling

- Animations created in Timeline to create a sense of presence of various 'background processes'

Game Logic & Interactions
- Enemies created to use the NavMeshAgent to patrol, turn toward, look at, chase, flee, follow and avoid other characters
- FSM(Finite State machine) created to handle a variety of states(enemies/player)

New Unity Input System(NUIS)
- The NUIS is an event-based system that can easily be expanded upon as well as upgraded to a wide array of controllers easily.
- Controllers may be created for characters, vehicles and any other player-controlled objects

UI(User Interface)
- With a wide selection of UI elements(textInput,Sliders, Toggles, Buttons, etc) we have a nearly infinite number of ways to display user information when and if appropriate.
- An efficient ui tells the player what they need to know and when.

The above list of badges that I have earned while working with the GameDevHQ team shows that I have a strong foundation not only with Unity but with its more advanced aspects as well.

- As far as programming is concerned, I am capable of creating player movement, enemy logic, interactables(doors, chests), collectibles(keys, coins), animations, use of 3rd party assets, lighting and game mechanics to create fully-functional user experiences.
- In Unity I have created scenes from scratch for 2D, 3D and XR experiences while also utilizing the power and functionality available in the more advanced plugins available through Unity(Timeline, Cinemachine, XR Interaction, Toolkit, TextMeshPro, etc)
- I also employ the use of various game managers to more easily organize various related functions and make them more readily accessible.

What I bring to the table: a diligent, goal-oriented professional with the agility, dedication, and focus required to successfully fill the role of Junior Developer. As such, I would welcome the opportunity to meet and discuss this opening in detail.

Thank you for your consideration. I look forward to hearing from you!
Sincerely,
Eric Young