

COLIN DEANE | Network Programmer

Burlington, VT | colin.w.deane@gmail.com

Portfolio: colindeane.me | linkedin.com/in/colin-deane/

EDUCATION

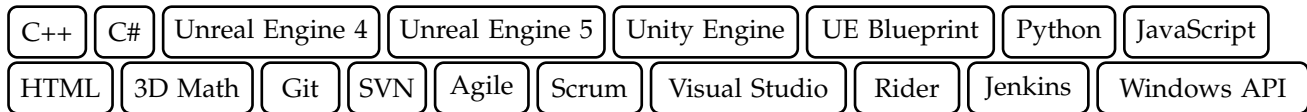
Bachelor of Science | *Game Programming*

Champlain College | **3.95 GPA**

- **Minor:** *Cybersecurity*
- **Dean's List:** August 2019 - May 2023
- One of four students to receive the **2023 Outstanding Programmer award**

May 2023
Burlington, VT

SKILLS



PROJECTS

RagBrawl ([View Game](#))

September 2022 - Present

Lead Programmer

13 person team

- RagBrawl is an online multiplayer third-person shooter and party game developed in Unreal Engine 5
- Engineered physics functions in C++ using **vector math** to allow for custom networked movement with **client-side prediction** such as grappling hooks, planetoids with special gravity, and ragdolling
- **Led programming team**, coordinating with other leads, producers, and product owner to meet project needs
- Implemented networked game mode systems for a **client-server model** with **proper roles and replication**
- Exposed backend variables for systems including movement, game modes, and lobby searching to **Blueprint to assist designers** in fine tuning moment-to-moment gameplay

Back in my Day ([View Game](#))

January 2022 - April 2022

Network Programmer

8 person team

- Back in my Day is an online co-op beat 'em up game about getting to school developed in **Unity Engine**
- **Nominated for Best Game Design** in the Ubisoft Game Lab Competition 2022
- Interfaced with the **Steam API** using Facepunch Steamworks to utilize lobbies, user profiles, and **UDP-based connections**
- **Assisted designers and programmers** with implementing and networking features such as AI behavior, player movement, item management, and narrative beats

Party Cards

January 2021 - June 2021

UI / Systems Programmer

2 person team

- Party Cards is a mobile local multiplayer party game all about forcing your friends to answer silly questions developed in **Unity Engine**
- Implemented the Model-View-Viewmodel architectural pattern to optimize the amount of card GameObjects spawned
- Developed touch controls using Unity's input system to handle menu navigation and card flicking

Busybee Movers ([View Game](#))

March 2021

Gameplay Programmer

4 person team

- Busy Bee Movers is a two player online co-op game about working together developed in Unreal Engine 4.25
- **Won Best in Theme** for the ArtCenter Game Jam and placed second in the Community Vote
- Utilized **Blueprint** to create networked obstacles and obstacle spawning/destruction systems
- **Collaborated with the designer and artist** to implement UI using Unreal Engine's UMG system
- Added additional networked gameplay features using C++ which built upon the **Unreal Engine Online Subsystem**

WORK AND RELATED EXPERIENCE

Software Engineering Intern

May 2022 – August 2022

Miliverse

Seoul, South Korea

- Programmed Python tools utilizing Selenium and BeautifulSoup to assist in web scraping
- Authored Excel scripts and formulas to automate workflow and data compilation
- Collaborated effectively in a bilingual development environment