

Garret Moran
Gameplay and Graphics Programmer

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Demos at: <https://github.com/Garret-Moran/portfolio>

EDUCATION

Champlain College, Burlington, VT

<i>Bachelor of Science Degree in Game Programming</i>	2017
<ul style="list-style-type: none">• GPA: 3.4• Dean's list Champlain College• Certified Scrum Master• Studied under game industry professionals in Montreal, Canada	2013, 2016 Fall 2016 Spring 2016

GAME PRODUCTION EXPERIENCE

Relevant Coursework: Capstone for Game Programming, Advanced Seminar for Game Programming, Advanced Realtime Rendering, Artificial Opponents, Game AI, Console Programming, Game Architecture, Game Production I, II, III, & Senior Production, Game Physics, Graphics / Game Engine Programming, Graphics II, Networking for Online Games, Data Structures and Algorithms, Intro to Programming, Game Tech, Game History and Development

- Created several prototype games in teams through realistic agile production cycles including:
 - Dissonance: a VR narrative puzzle game for the HTC Vive.
 - Spectre: an "Augmented reality" mobile game where you walk around the real world to fight ghosts.
 - Akua Kaohi: control Hawaiian gods to fight natural disasters and learn about Hawaiian culture.
 - Clyde's Revenge: a two-player vs style pacman, where player 2 controls two ghosts at once.
 - Land Grab: a 2v2 game where teams try to cut pieces out of the ground - and other players with it.
 - VR Racer: an Oculus Rift "chill hovercar racing experience" game.
 - Rhythm of the Night: a top-down 2D Rhythm stealth game where you move and steal to the beat.
- Coding experience creating programs that...
 - Demonstrate flocking artificial intelligence behaviors.
 - Model a 3D solar system with moons orbiting planets and planets orbiting stars.
 - Pathfind for units using Dijkstra's algorithm or the A* algorithm.
 - Play Minesweeper, Gin Rummy, and Empire using pre-programmed AI's.
- Created "Edgewalker" a puzzle-platformer with a unique movement concept in flash for Game Tech course. Later remade the game in XNA adding a shader, particle effects, backgrounds and more.
- Experience working in groups to create programs or prototype game designs.

TECHNICAL SKILLS

Languages

- *General:* C++, C#, C
- *Gaming:* Unreal, Unity, XNA
- *Web/Specialty:* Flash

Tools

- *VR:* HTC Vive, Oculus Rift
- *Design:* Photoshop, Illustrator, Flash
- *Programming:* Visual Studio, Flash/Flash Develop, Eclipse

PERSONAL ACCOMPLISHMENTS AND INTERESTS

Personal

- Eagle Scout, Blue Belt in Ninjutsu, 2nd place in Animation in the 2011 Annual Locust Valley High School Film Festival, Video Game Development Club of Connetquot High School, Consistently maintained sketchbooks of game concepts and designs from 2011 to present.

REFERENCES AVAILABLE UPON REQUEST
