MARTIN VILCHES

Game Developer | Game Programmer

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EXPERIENCES

Collaborative Mentor

- Provided guidance during office hours and in-class support, helping students strengthen their understanding of coding concepts.
- Gained valuable insights into effective teaching and mentoring strategies, refining my ability to communicate complex material and address students' learning challenges.

Game Jam Developer

- Contributed to a Game Jam project using Unreal Engine, prototyping a player controller with physics-based movement for a Hamster Ball.
- Developed a spline system to generate dynamic paths and attach meshes, streamlining level design and enhancing gameplay.
- Designed and built a playable level under tight deadlines, creating models aligned with the theme and improving player engagement.

SKILLS

- ❖ C#
- ❖ C++
- ❖ Unity
- ❖ Unreal
- ❖ Jira
- ❖ Trello
- ❖ Blender
- ❖ Maya
- ❖ UI Design
- ❖ Unreal
- ❖ Illustrator
- ❖ Unreal Blueprint
- ❖ Unity Shadergrhs
- ❖ Agile Framework
- ❖ Data Management
- ❖ GitHub Version Control
- ❖ Photoshop

TRAITS

- ❖ Flexible
- ❖ Team Oriented
- ❖ Task-Oriented
- ❖ Self Motivated
- ❖ Focused
- ❖ Quality Focused
- ❖ Bilingual(English & Spanish)
- ❖ Persistent

PROJECTS

Systems Programmer   2024
Stumblebumps Unite, Senior Capstone Project

- Engineered and implemented core game systems, including player data management and a local multiplayer system, to improve system stability and overall gameplay engagement.
- Developed specialized tools for level designers to streamline level testing and preparation, enhancing workflow efficiency and ensuring high-quality design iterations.
- Oversaw Jira Bugboard management, utilizing effective prioritization strategies to streamline issue resolution and ensure timely delivery of high-priority tasks.

Lead Programmer   2024
Slippin Away, Mobile Development Project

- Launched "Slippin Away" on the Google Play Store, boosting visibility and player engagement.
- Developed modular puzzle systems with event-driven logic, enabling flexible and scalable gameplay.
- Optimized Unity projects for Google Play, ensuring peak performance, seamless integration, and multi-device support.
- Engineered star and objective systems with a modular design empowering level designers to customize and scale progression easily.

Gameplay Engineer   2024
Locked In, Game Production Project

- Developed and implemented state machines for diverse enemy types, enabling dynamic, responsive AI behaviors.
- Applied animation state machines to manage enemy states, ensuring seamless transitions and synchronized animations.

Game Developer   2024
Scene Recreation, Game Asset Production

- Designed and implemented interactive gameplay systems, including inventory and quest systems, to drive player progression and enhance exploration.
- Leveraged ShaderGraphs and integrated interactive UI elements, optimizing visual design and user interactions for a seamless experience.
- Developed a spline system and designed a dynamic boss battle where players use cannons to defeat roaming ships on the island.

EDUCATION

BS, Computer Animation and Game Development Chico State University	December 2024
AS, Liberal Arts Santiago Canyon College	May 2022