Roy Burkhalter

Technical Game Designer

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PROFESSIONAL SUMMARY

An enthusiastic designer/developer with proficiency in Unreal Engine/Unity, block-meshing, and level design methodologies,. Continuous commitment to learning professional development through building game experiences to challenge player imagination.

PROJECT LIST

Bomb-Bro (Published July 24, 2025 via Itch.IO)   April 2025 - Present
- Designed and developed Bomb-Bro, a 3D platformer where players embark on a 3-level adventure across diverse environments, drawing inspiration from Spyro's hub-world exploration.
- Lead developer and system designer, made multiple mechanics and enhanced a low-poly world with Nanite capabilities. Interacted with a team of 8 other members from 3D artist to other developers.

Aura Awakening   January 2023 - Present
- Started solo project of a Top Down Fantasy Adventure, where player adventures a distant land to find a scroll with ultimate power.
- Built block mesh in a 3D environment, created material in material graph editor, and visual script 100% of project mechanics.

EXPERIENCE

Team Leader   January 2010 - December 2018
U.S.A (United States Army)- U.S.A
- Served in the United States Army for 7.5 year, lead multiple teams on multiple combat missions. Skills acquired taught leadership, communication, team building , and more.

SKILLS

- Creative/Critical Thinking
- Communication
- Leadership

TECHNICAL SKILL

C/C++/C#	Gameplay programming	UI/UX Design
Agile Scrum Development	Perforce Management	Game Engine Development
System Design and Spreadsheet	Object-Orientated Programming	Systems Architectural Development
Problem solving		

EDUCATION

Bachelor of Science in Game Design (B.S.)   July 2025
Full Sail University, Winter Park FL

Associates of Science for Game Development   December 2024
Full Sail University, Winter Park, FL