Roy Burkhalter
Game Developer

ronin82nd@gmail.com   984-989-9663   WIX https://www.paladingaming.net

www.linkedin.com/in/roy-burkhalter-891248277   Clayton, NC 27527

Game Developer, Level Designer and looking forward to joining a great team of like-minded individuals. Background in construction, law enforcement and was an (Non-Commissioned Officer) in the United States Army. Currently a student at Full Sail University where my AS of Science for Game Development has been obtained and will continue to work towards my BS of Science for Information Technology with a concentration in Game Design. A Master's degree program will be sought after once the completion of my BS is achieved.

Technical Skill

- C/C++
- C#
- Gameplay programming
- Agile Scrum Development
- Game Engine Development
- Object-Orientated Programming
- Rigging 3D models

- Unreal/Unity/Game and RPG Maker
- Vector, Discrete, and Probability Math
- UI/UX Design
- Perforce Management
- System Design and Spreadsheet
- Systems Architectural Development
- 3D Modeling w/Maya/3DSMaxx/Blender

Leadership and Team building skills from being an NCO (Non-Commissioned Officer) in the United States Army
Other_skills:Leadership/Team/Communication/Collaboration/ProblemSolving/CreativeThinking/QuicktoAdjust/Self-Reliant/Dependability/ Highly Motivated.

Projects

Bio Mutant Project *2024 - present*

- Created code for functions in a tile-based setting. Communicated with team mates on modifying code using Click Up/Trello. Researched and corrected areas of improvement where I got stuck in Gameplay Development
- Iterated through the Problem Solving of my creation. Added animation and sound effects. Built lighting and smoother gameplay abilities by the use of iteration through Code design. Packaged final product

Escape SPQR Project *2023 - present*

- I lead on this (4) person project, where I communicated multiple times for meetings, gave time hacks, and reached out for stress control. Implemented code design in Unreal Engine 5 and created a block mesh where it later was fully polished with assets and level design
- Communicated error and debugged project. Built lighting and added multiple assets to the team project via file explorer. Created multiple scenes and helped teammates where I could. Iterated Game Design and built structures. Packaged game.

Education

Full Sail University	• Bachelor of Science for IT with concentration in Game Design • GPA: 3.96	*2024 - Present*
Full Sail University	• Associates of Science for Game Development • GPA: 3.86	*2023 - 2024*
Sonoran Desert Institute	• Associates of Science for firearms and technology • GPA: 4.00	*2020 - 2022*

Work Experience

U.S.A (United States Army)

- Served in the United States Army for 7.5 years and made Sargeant within my 4th year. Have multiple combat deployments to Afghanistan and Iraq with the 75th Ranger Battalion, and 82NDAirborne Division. I medically retired in 2018 due to my injuries from war.

2010-2018