


Elias Moore

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Summary

2023 graduate from Champlain College with a Bachelor's in Game Programming. Proficient in C++, clean coding, tools programming, and technical design. Experienced with version control tools and project management software. Strong emphasis on efficient task management, seamless teamwork, and meticulous attention to detail. Passionate about creating immersive gaming experiences. Based in Northeastern Vermont.

Experience

Gameplay and Systems Programmer

MageBall

2022 - 2022 (less than a year)

- Champlain College, Team size: 9, Unity 3D
- 2v2 multiplayer fantasy action sport game
- Implemented features in C#
- Implemented multiplayer splitscreen
- Created player controller
- Technical design and architecture of ability system

Lead Programmer

Arcana, A Tarot Story

2022 - 2022 (less than a year)

- Champlain College, Team size: 7, Unreal Engine 5
- Implemented features with Blueprint and C++
- Interactive narrative experience based on tarot card readings
- Technical design of systems
- Created character controller
- Created designer tools for a dialog system
- Created a scalable codebase for designers and programmers

AI Programmer

Dead Pedal

2023 - 2023 (less than a year)

- Champlain College, Team size: 13, Unreal Engine 5
- 3rd person driving and shooting game focused on action and destruction
- Implemented features in Blueprint and C++
- Worked on enemy behaviors and movement in a driving game
- Expanded behavior tree
- Worked with designers and programmers to implement realistic and fun behaviors

Instructor and CS Content Specialist

WHITE MOUNTAIN SCIENCE INCORPORATED

Jan 2019 - Present (4 years 7 months)

Designed and lead summer daycamp programs

- Worked with a team of instructors, collaborating on lessons and curriculums
- Supervised and helped students in both an individual and group setting.
- Designed and led full camps, lessons, and activities for STEM camps, teaching game design, programming, and robotics. Worked with a great team and developed great communication skills and design skills.

Education

Champlain College

Bachelor of Science, Game Programming

2019 - 2023

Trained in the full game development lifecycle with hands-on experience. Proficient in multiple programming languages and tools, with a focus on team collaboration and industry best practices

Skills

C++ • C# • Spanish • 3D Math • Game Programming • Teamwork • Unreal Engine • Unity • Version Control • Technical Design