Timothy Reynolds

(413) 329-5498
timothy.reynolds539@gmail.com
http://timothymreynolds.com/

Skills

- Programming: C++ (4 yrs), D (2 yrs), C# (1½ yrs), Javascript (½ yr), Lua (½ yr), Java (½ yr).
- Libraries: Unreal Engine 4 (3 yrs), Unity 4 (1 yr), DirectX 11 (2 yrs), OpenGL 4 (1 yr).

Work Experience

Epic Games UI Programmer (December 2016-May 2019, http://epicgames.com/)

- Worked on Fortnite Save the World (PvE) and Battle Royale (PvP).
- Developed core tools to provide a seamless UI experience across all platforms.
- Implemented systems to format and expose back end data to the player.
- Created store, stat, and other screens in coordination with artists and designers.

EA Sports UI Programmer (November 2015-June 2016, http://www.easports.com/)

- Implemented new features for Madden 17's model-view-controller UI architecture.
- Integrated UI actionscript systems with backend C++ data and gameplay code.
- Solved data-driven problems and fixed visual issues throughout the Madden UI.

Epic Games Tools Programmer (June 2015-August 2015, http://epicgames.com/)

- Fixed bugs and integrated additions to Unreal Engine 4 editor.
- Implemented searching for UI popups to improve Unreal Engine 4 usability.
- Implemented project packaging system, making Unreal Engine 4 store submissions less manual.
- Worked closely with Slate. (Unreal Engine 4 UI framework)

Featured Projects

Dash Engine (2013-2015, Engine Developer, http://circularstudios.com/)

- Game engine built in D with OpenGL.
- Provides developers with 3D graphics options, scripting capabilities, and physics.
- Implemented skeletal animation system for adding 3D animated models to a game.
- Helped developers use Dash Engine features for a tactical turn-based strategy game.

Fantasy Development Engine (Fall 2012-Summer 2014, Sole Developer)

- Personal game engine created with C++, DirectX 11, and new OpenGL.
- Unity-like work style with game objects, components, and transforms.
- Supports 3D model loading, light shading, Bullet physics, and much more.

Eagle Scout of the Boy Scouts of America

- Represents skills of cooperation, hard work, and dedication.
- Highest rank within scouting, only two percent of scouts achieve this rank.

Education

Rochester Institute of Technology (May 2015)   B.S. in Game Design & Development
GPA 3.7/4.0