

Blake Barton

blake@blakebarton.me • 214-808-9203 • 744 Cannen John Lane, Dallas, TX 75204 • [LinkedIn](#)

Gameplay engineer with over three years of industry experience designing, implementing, and programming gameplay systems with Unreal Engine and C++. Commonly work with multiple teams and communicate with designers about the needs of various systems.

WORK EXPERIENCE

Jackalypctic Games | Dallas, TX (Remote)

September 2022 – Present

Gameplay Engineer (February 2024 – Present)

- Collaborated with a team of 12 engineers and 13 designers to make an online multiplayer cooperative shooter based on the Warhammer IP using Unreal Engine and C++
- Programmed the core functionality of the game's skill, collectible, economy, and class systems in a networked environment
- Developed combat features such as timed defense and melee combo detection with the Unreal Gameplay Ability System

Associate Gameplay Engineer (September 2022 – February 2024)

- Programmed the game's quest system using a tree structure to organize parent quests and child objectives
- Implemented the interaction system with support for timed interactions, animations, and multiple interactor requirements
- Built the analytics system to collect data on various player activities and allow for visualization in external tools

H-E-B Digital | Dallas, TX (Remote)

June 2022 – September 2022

Digital Point of Sale Software Engineer

- Developed a new API used to bridge the existing POS system with a new offer management system
- Wrote Confluence API documentation for other teams to reference

PERSONAL PROJECTS

Augur | [Itch](#)

May 2021 - Present

Top-down 2D action Rogue-lite built with Unity

- Designed and implemented all gameplay systems including skills/attributes, inventory, weapons, magic, AI, etc.
- Wrote over 1500 lines of dialogue for 35 NPCs, descriptions for 156 unique items, and hand drew all sprites with Aseprite
- Designed and programmed user interfaces for character creation, inventory, quests, settings, and more

Cardbearer Hand Simulator | [Itch](#)

November 2023

Tabletop RPG Utility built with Unity

- Created a robust interface for handling both card gameplay and managing customizable decks with Unity UI tools
- Prioritized allowing users to easily modify card and character data via exposed JSON with Newtonsoft.Json.NET

Star Defender | [Itch](#) | [GitHub](#)

August 2020

2D "Shoot 'em up" built with Unity

- Programmed gameplay, music, UI, and atmosphere using C# scripts and Unity
- Created original music, art, and sound effects with Jummbox, Aseprite, and Audacity

EDUCATION

Texas A&M University | College Station, TX

August 2018 – May 2022

Bachelor of Science – Computer Science (Magna Cum Laude)

SKILLS

Software and Tools: Unreal Engine, Unreal Gameplay Ability System, Unity, Jira, Aseprite, Trello, Confluence

Programming Languages: C++, C#, JavaScript, Go, Java