Curtis Reynolds

curtisreynolds98@gmail.com

778-814-9831

linkedin.com/in/curtis-reynolds98

curtisreynolds.ca

github.com/CurtisReynoldsPG

Skills

Technical Skills
- Programming
- Game Design
- Git
- Firebase

Languages
- C#
- HTML / CSS
- Java Script
- C++
- Kotlin
- Swift
- Blueprints

Software
- Unity
- Unreal
- WWise
- Photoshop
- Premier
- Blender

Hobbies

- Archery
- Game modding
  - Don't Starve
  - Minecraft
  - Rimworld
- Competitive gaming

Summary

A dedicated game programmer with 2 years of experience in the gaming industry, specializing in developing, optimizing, and enhancing gameplay systems and user experiences, seeking to contribute technical expertise and creative problem-solving skills to a forward-thinking game development team while continuing to grow and excel in the industry.

Work Experience

Gameplay programmer at Hothead Games (July 2022 - Nov 2024)

-Super Hit Baseball (Unity C#, Python)
- Developed and implemented new gameplay features based on detailed design documents.
- Fixed bugs in the live game, ensuring smooth user experiences.
- Managed server updates and deployed fixes to live servers.
- Updated and optimized UI for different mobile devices.

-Bigwin Football (Unity C#, Python)
- Collaborated with a team of developers to create a new version of the game in the Unity engine.
- Designed and implemented a system for recurring sale offers, allowing designers to make live adjustments.
- Resolved UI scaling issues to improve cross-device compatibility.
- Diagnosed and fixed general bugs to enhance overall gameplay performance.

-Civ 6 Netflix port (C++, Java, Lua, Objective C++ and Objective C)

- Migrated the Civ 6 cloud save system to the Netflix API using C++, JNI, and Java for enhanced functionality.
- Resolved and enhanced UI issues using Lua to improve cross-platform user experience.
- Diagnosed and fixed numerous visual, gameplay, UI, saving, and crash-related bugs to ensure a stable and polished experience.

Teacher Assistant at VFS (Feb 2022 - Jun 2022)
- Aid students with any questions related to Unity, Source Control
- Help with grading and course prep
- Running labs to help students troubleshoot and fix problems

Projects

Sir Sticky Tongue (Unity, C#)
Programmer, Project Manager
- Integrated Wwise with the project and set up all in-game audio.
- Helped design and program ragdoll and score systems.
- Used ClickUp and Trello to organize tasks and ensure deadlines were met
- Designed a toon shader using Shadergraph for the core visual look of the game.

Education

Vancouver Film School (Jan 2021 - Dec 2021)
- Worked with both Unity and Unreal to create games.