

PEPIN HAZAN

game programmer

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Experience

Engineering Intern

May 2016 - August 2016 | January 2017 - Present

Schell Games

Pittsburgh, PA

- Implement touch-based puzzle mechanics for unannounced game project, built in Unity targeting PC and mobile (team size 28).
- Wrote native C++ plugin and Unity wrapper to enable multi-touch capability in Unity for Linux.
- Worked on gameplay implementation—such as domino placement mechanics—for *Domino World*, an AR domino game developed in partnership with Google for the Tango platform (team size 9).
- Worked on additional gameplay implementation—such as mixing and pouring mechanics—for *SuperChem VR*, a virtual reality chemistry game prototype for the HTC Vive (team size 14).

Teaching Assistant - Building Virtual Worlds (Programming)

August 2016 - December 2016

Carnegie Mellon University - Entertainment Technology Center

Pittsburgh, PA

- Taught game programming workshops and gave assistance to students in rapid prototyping course.

Independent Plugin Developer for Propellerhead Reason

June 2014 - August 2015

Sole Proprietor

Philadelphia, PA

- Designed and developed plugins for Propellerhead Reason music production software, releasing them for sale on the Propellerhead Shop.
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Academic Projects

Cozplay

August 2016 - December 2016

- In partnership with Anki, programmed games for the *Cozmo* consumer robot using Anki's Python-based SDK (team size 5).
- Worked on integration of the Cozmo SDK with Unreal Engine 4.

SurThrive

January 2016 - May 2016

- Implemented gameplay systems—such as time manipulation mechanics—for a game project focused on post-disaster human behavior (teams size 5).

Expressive Game Design Project

January 2013 - March 2014

- Designed and developed *Afterward*—an experimental game for iPad built with the Cocos2d-iphone engine and released on the App Store.
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Education

Carnegie Mellon University - Entertainment Technology Center

Master of Entertainment Technology (GPA: 3.68)

Pittsburgh, PA

Expected May 2017

Temple University

Bachelor of Science (GPA: 3.96)

Philadelphia, PA

January 2014

- **Majors:** (1) Mathematics and Computer Science, (2) Philosophy

- **Honors:** *summa cum laude*; CIS Junior Scholarship
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Skills

Languages: C, C++, C#, Objective-C, Python, Lua, Java, MATLAB

Development Tools: Visual Studio, Xcode, Unity, Unreal Engine 4, Cocos2d, Perforce, Git, Agile

Platforms: PC, iOS, Android, HTC Vive, Oculus Rift, Google Tango, Leap Motion