



CARL VITASA

// Gameplay Programmer

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PROFILE

Self-motivated gameplay programmer with excellent problem solving skills that enjoys working closely with designers and artists to bring gameplay features into reality.

SKILLS

Languages: C++, C#, Blueprint Visual Scripting, Python

Tools: Unity, Unreal Engine, Microsoft Visual Studio, Perforce, GitHub

EXPERIENCE

Unreal Programmer

Doomerang (team of 13)

Savannah, GA

January – March 2017

- Worked with programmers, designers, and artists using the SCRUM pipeline (an Agile framework).
- Coded dynamic camera movement, user interface, and combat mechanics.

Unreal Programmer

Dialect Effect (team of 25)

Savannah, GA

January – March 2017

- Created a modular system to handle speech recognition, animations, audio, and events in virtual reality for the HTC VIVE.
- Found and fixed bugs to compile executable build for PC and shipping.

Unity Programmer

Morph (team of 2)

Savannah, GA

March – May 2016

- Worked closely with a designer and programmed all aspects of the game such as; player movement, hazards, and interactive objectives.
- Implemented tools from the ground up for the designer to rapidly prototype ideas.

AWARDS

Rookie of the Year - Runner Up and People's Choice Award, *The Rookies* | Autodesk

July 2017

Best of Show and Best 3D Game, *Entelechy*

June 2017

Best Design, *Savannah Global Game Jam*

January 2017

Best Visual Design, *Microsoft Design Expo*

June 2016

Best of Show, *Savannah Global Game Jam (+1,000 downloads)*

January 2016

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts (BFA) in Interactive Design and Game Development

Savannah, GA

June 2017

Cumulative GPA: 3.6 / 4.0, *Cum Laude*