

# Laura Green: Gameplay & A.I. Programmer

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## Skills

**Programming Languages:** C++, C#, Lua, Javascript, JSON, XML  
**Engines:** Unity 2D & 3D, UE4  
**Software:** Visual Studio, Microsoft Office, Perforce, JIRA, Notion, GitHub  
**APIs:** OpenGL, GLSL, FMOD

## Education

**The Guildhall at Southern Methodist University** Dec '15  
Master's Certificate in Game Development: Specializing in Software Development

**Abilene Christian University** Dec '13  
Bachelors of Science in Digital Entertainment Technology

## Experience

**Game Circus - Game Programmer** Sep '19 - Jan '24  
Addison, TX  
15 Person Team

**Coin Dozer - 2D Mobile Gambling** Unity2D

- Implementing new features to existing systems
- Hunting down and fixing bugs
- Creating technical documentation for various systems

**Coin Dozer Adventures - 2D Mobile Adventure RPG** Unity2D

- Lead development on major gameplay feature: the Sideview Adventure
- Worked with the Art team to create tools for Sideview Adventure
- Developed and Implemented PowerUps system and related items

**Taps2Riches - 2D Mobile Idler** Unity2D

- Performed Scrum Master duties to help facilitate meetings and playtests
- Worked with Art team to implement new UI for Quests system
- Hunted down and fixed various bugs

**De'Lamar Technologies - Game Programmer** Oct '18 - Sep '19  
McKinney, TX  
3 Person Team

**DynaBlast - 2D Mobile Puzzler** Unity2D

- Developed and implemented all of the gameplay systems
- Implemented A\* Pathfinder to check for board solvability
- Created and tested the board puzzles

**Virtuix, Inc. - Gameplay Programmer** Feb '16 - Apr '18  
Austin, TX  
4 Person Team

**Omni Arena - 3D, First Person Shooter, Arcade** Unreal Editor 4

- Created data-driven weapon creation system
- Overhauled the A.I. functionality
- Implemented XML Parser for quick and simple enemy wave spawning

**Betrayal Games - A.I. Programmer** Jan '15 - May '15  
Plano, TX  
14 Person Team

**Inua - 3D, First Person Action Puzzler** Unreal Editor 4

- Worked extensively in Blueprint to create and implement the A.I.
- Created and implemented some of the Sound Effects
- Worked with the Level Design team to create a clean A.I. pipeline