

Chloe Evans

Gameplay & AI Programmer

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Intro

Hello! I'm Chloe Evans. I have loved video games my entire life which is why I got into programming and developing games. I specialize in gameplay and AI and have been developing games for the past 4 years. I love to learn and am great at teaching myself new things in a short time. I mainly want to gain more experience and improve my already large skill set. However, connecting with new people while creating new games is a plus!

Skills

Programming Languages: C#, HTML, CSS, C++, JavaScript, Python, PHP
Game Engines: Unity, Unreal 5, PS4 Devkit, PS5 Devkit, Monogame, Pixi JS
Version Control: Github, Gitlab, Perforce
IDE: Visual Studios, BlueJ, Spyder
Console: PS4 Devkit, PS5 Devkit, Razor CPU/GPU

Experience

RIT - Information & Technology Services

May 2023 - December 2023
Rochester, NY

Web Software Engineer, Internship

- Programmed and designed visuals for a completely new RIT website using HTML, CSS, and PHP.
- Pitched a video game that can be used to provide a virtual tour to users.
- Used Figma to create a short demo of the game and created an initial design document
- Presented a new website to the higher-ups in the Company.

LuLu LoLo Productions

Sept 2011 - Present
New York, NY

Performance Artist Assistant, Volunteer

- Gathered photographic content of the artist's work to use on social media, for the artist LuLu LoLo's portfolio, as well as for a published article.
- Created unique holiday cards using Gimp.
- Programmed a website for one of her performances.
- Designed and sent out newsletters.

Projects

Snowbringer

September 2023 - January 2024
Team Size: 12

Gameplay Programmer & AI Programmer

Tools: C++, Unreal 5, and Perforce

- Programmed in player movement using C++.
- Programmed initial Enemy AI and variants using behavior trees and Unreal blueprints.
- Meet weekly with the team where we plan each sprint and update our [developer blog](#).
- Was developed as a part of the *RIT Semester: HackaJam*.

Croak and Dagger

September 2022 - May 2023
Team Size: 20

Gameplay Programmer & AI Programmer

Tools: C#, Unity, and Github

- Programmed initial Enemy AI with a detection system and state machine.
- Figured out how to get multiple navmeshes into a single game to implement companion movement.
- Implemented a save system using JSON file reading and writing.
- Was Featured at *RIT Imagine: Creativity and Innovation Festival*.

Future Passing By

January 2022 - May 2022
Team Size: 7

Gameplay Programmer

Tools: C#, Unity, and Github

- Programmed dual player movement on a keyboard using Unity's new Input System.
- Programmed collision detection and box grabbing.
- Was initially developed in 3 days as a part of the *2022 Global Game Jam*.

Education

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development
Dean's list: 2020 - 2023

Expected May 2024
GPA: 3.84