

# John Hawley

**Portfolio:** [www.johnhawley.io](http://www.johnhawley.io)

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## Education:

2016 Louisiana Tech University, **Computer Science BS**

- Studied object oriented programming using **C++**, **Python**, **Java**
- Studied **calculus**, **trigonometry**, and **discrete math**
- Studied and programmed **data structures**

2016 Louisiana Tech University, **English BA**

- Analyzed and studied **literature** from different eras
- Studied **culture** and **history** of each era of study
- Practiced **technical writing** and **technical presentation**

2017 Digital Media Institute at Intertech, **Interactive Software Development Cert.**

- Used **C# with Unity** and **C++ with SDL** to practice programming with game development
- Applied **3D math** to game projects
- Learned about 3D and 2D animation
- Studied **game design** topics: Player motivation, Level design, Color Theory, Camera Work

## Professional Experience:

Current: **Gameplay Programmer** for **Mobile** Project **Unity**, **C#**, **Trello**, **Git**

- Work with producer to analyze project and discuss improvements
- Implement improvements to game
- Document changes and create task lists for gameplay and design improvements
- Proofread and format text excerpts for game
- Meet with senior engineer to review code and discuss roadblocks

Web Application Developer **HTML**, **CSS**, **JS**, **PHP**, **SQL**, **Git**

- Worked with nuclear research think tank to develop a prototype visualization web application for escalation data in areas of conflict
- Present and discuss progress and improvements in meetings
- Applied web development experience from undergrad in professional workplace
- Learned new frameworks for front-end visualization

## Games:

### No More Spacers Unity, C#, Git, 3D Math, Combat, AI

- Programmer for combat, third person character controls, animation
- Created 3D character movement by switching between root motion animation to physics driven - programming with physics and 3D math
- Created game properties like attack chains, animation canceling, juggling, hitstun
- Created basic enemy state routines - pathfind to player, attack when close, hitstun state

### Ruby Bridges Unity, C#, Git, 3D Math

- Programmed character movement, controls, player animation, and camera
- Implemented and practiced 3D math for character animation programming

### Factory (G)As(T)sault Unity, C#, Blender, Gimp, Git, 3D Math, Level Design

- Implemented camera work that makes use of 3D math in order to change between different camera perspectives such as side scrolling, top down, back to forward
- Implemented 3D character gameplay animation
- Turn-Around, Modeling, Rigging, Level Design

### Final Frontier C++, SDL, Visual Studio, Git

- Practiced basic SDL concepts: rects, textures, surface, event handling, importing ttf and mixer libraries for text and audio.

### Officer Baron's Afternoon Investigation! Unity, C#, Git, Level Design, Narrative Design

- Created 2D game with visual novel style elements, such as text boxes, character portraits, text input fields
- Created script for parsing text and displaying it in a conversation style format

### Lit Bit Retro Mix Unity, C#, Git, 3D Math

- Programmer for enemy patterns and general gameplay, such as score tracking, game loop, and object pooling
- Received first place - Worked with random team in competitive game jam

## Mods:

### XCOM 2 Mod Shield Weapon Unreal 3, UnrealScript, Game Design, Blender, Gimp

- Used Firaxis's mod distribution of Unreal 3 to add a new weapon to each soldier class
- Created unique shield model using blender and gimp

### XCOM 2 Mod Fire Emblem Awakening Voice Pack Unreal 3, Audacity

- Audio package to give characters in XCOM 2 Fire Emblem voices