**Justin Collins**

**Unity Developer and Software Engineer**

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**Professional Summary**

A passionate C# and Unity developer who is committed to creating games that blend the culture of people with technology. A reliable, skilled, and motivated graphic designer, customer service representative, and sales professional who values serving the community. Determined to use skills and experiences to broaden my talents in game development. Strategic consultant and influential team player who has the capacity to solve complex problems, works independently, and thrives under pressure in fast paced environments. Focusing on creating games that make a fun impact to a diverse demographic of people by developing high quality products.

**Skills**

Linux| C# | Unity | 2D/3D | LINQ | Git/GitHub | Agile Development | Object Oriented Programming | Visual Studio | Adobe Photoshop

**Certifications**

GameDevHQ 2D Games Curriculum (2022)|GameDevHQ Beautiful Games|GameDevHQ Timeline & Cinemachine (2022), GameDevHQ Unity Input System

**Professional Experience**

**GameDevHQ** Remote

Unity Developer Apprenticeship August 2022 - Present

• Develops and ships 2D, 2.5D, and 3D titles using Unity and C#

• Collaborates with others to accomplish design and development goals

• Program core systems and gameplay mechanics

• Implements game features and systems in Unity and C#

• Cultivates event driven architecture in systems

• Develops gameplay mechanics and core systems using agile development methodologies

• Collaborates with cross-functional teams to architect event-driven systems using Git/GitHub

• Utilizes tools to develop and optimize Artificial Intelligence (AI) and User Interface (UI) in games

• Implements C# concepts such as classes, dictionaries, and game programming design patterns master the language

**Kroger**  Athens, Ohio

E-Commerce Associate November 2019 – June 2022

• Prepare and deliver online orders that exceed customer shopping expectations

• Perform fulfillment queue processes to resolve customer online orders in a detailed, individualized

• Maintain and process orders through state-of-the-art systems and deliver our high-quality products

• Implements professional development trainings to staff on operations, product management, and customer care

**Lowes**  Athens, Ohio

Load and Lumber Associate January 2016 – December 2016

• Validated loading tickets, processing orders, and deliveries accurately and efficiently

• Provided excellent customer service experiences to customers in the lumber department

• Utilized point of sales technology to assist customers with item availability and purchases

**Athens Antique Mall**  Athens, Ohio

Sales Associate January 2013 – December 2015

• Manages internal sales technology to provide a seamless experience for customers

• Provides subject matter advice and information on specific items for sale

• Handles guest experience support for item returns, exchanges, or issues

**Projects**

Unity Developer July. 2023

Figure Fight VR Demo | Software Engineer | Ongoing-

As part of my ongoing development following completion of the Unity VR Development Pathway, I created the Figure Fight VR Demo project. This interactive VR experience involves a custom editor tool for creating scriptable objects, housing data for new enemies and figures. Players engage by selecting figures based on their attributes, placing them on a pedestal to combat on-screen monsters. The project underscores my proficiency in Unity's VR packages and utilization of Unity Events. Secret puzzles are integrated into the environment, revealing hidden figures when solved.

Unity Developer June. 2023

Faming Game Editor Tools | Software Engineer | June. 2023

In response to recognizing the untapped potential of Scriptable Objects, I embarked on the Farming Game Editor Tools project. This initiative introduces diverse tools for designers to effortlessly generate Scriptable Objects, streamlining processes of creation, saving, and loading without developer intervention. The emphasis is on enhancing readability, comprehensibility, and modular design, showcasing the use of GUILayout and EditorGUILayout.

Unity Developer May. 2023

Farming Game Demo | Software Engineer | May. 2023

A personal endeavor, the Farming Game Demo aimed to produce a fully playable prototype of a farming game. The project dynamically generates a field through a multidimensional array, populating it with Game Objects featuring multiple sprites representing field tiles, crops, and the player's cursor. Each element employs scripts to extract information from Scriptable Objects, dictating crop life cycles, which are synchronized with daily resets triggered by the player's house. Scriptable objects govern tools and items, including functional crop growth cycles. Players manage inventory, item cycling, and tool utilization, facilitated by Unity's new input system. The animated character employs an enum-based animation state system. This project showcases a wide range of developed skills.

Unity Developer Dec. 2022

GLI Framework | Software Engineer | Dec. 2022

For this project I was tasked to create a game where the player would have to shoot AI enemies as they ran through a stage and hid behind obstacles, trying to make it to the end. I was given a pre-built level and a basic player controller that couldn’t shoot. My job was to create a navmesh through the level, create the AI using a FSM built around an enum, as well as have the player be able to shoot them using raycasts and layers. I also had to implement singletons for a variety of required systems, such as the UI Manager, the Spawn Manager, the AI Path Manager, as well as object pooling. As such, I implemented a monosingleton as well to refine the process. The entire project is version controlled and available for download in my portfolio.

Unity Developer Nov. 2022

Unity New Input System Framework | Software Engineer |

My role in this project was to take an existing project with existing code and convert it for use with Unity’s new input system. I implemented and switched between multiple action maps that supported both keyboard and controller inputs. The new input system was implemented by me to take advantage of event driven programming and actions. This was done through an input manager which handled the input communication to the projects other scripts, which were adapted to work with the new input system. The entire project is version controlled and available for download in my portfolio.

Unity Developer Sept. 2022

2D Scifi Space Shooter | Software Engineer | Sept. 2022

My first major project at my GameDevHQ Apprenticeship, throughout the project I was learning the core fundamentals of C# and working with unity. My job was prototyping and then implementing the core features of the project. This includes multiple enemy types, a spawn system, multiple stages, a modular powerup system, and a boss battle at the end. The entire project is version controlled and available for download in my portfolio.

There are other projects available in my portfolio that demonstrate a knowledge and understanding of Timeline & Cinemachine, URP, and HDRP.

**Education**

Hocking College

Associate of Applied Business in Art, Design and Marketing

Ohio University

Undergraduate Certificate in Entrepreneurship