

# Erick Latshaw

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## Skills

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**Tools:** Unreal Engine 5, Unity, Perforce, Git

**Languages:** C++, C#, Python

## Experience

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**Gameplay Engineer**, Game Changer Studios – Remote Oct 2022 – Present

- Lead Engineer of an 11-member team to develop a 2D Infinite Runner in Unity and C#
- Optimized game for Mobile WebGL and PC WebGL and brought build size down from 218 mb to 48.5 mb
- Helped design, workshop, and implement almost every mechanic in the game
- Managed gitlab project, performed code review of every merge request, and organized milestones

**TA for Game Design and Programming I**, Marist College – Poughkeepsie, NY June 2022 – July 2022

- Taught a group of 20 highschool students Godot over an intensive 3-week period
- Created Syllabus and lesson plans
- Taught game design patterns, clean code principles, and data structures

**Student Data Analyst**, Marist College – Poughkeepsie, NY Sept 2018 – March 2020

- Worked to enhance and train a model to predict students' final grades so they could be contacted for additional support
- Designed database queries to graph the significance of race against GPA and other metrics to determine discrimination
- Helped migrate databases from Netezza to MariaDB server by optimizing codebase to run on the slower server
- Brought MariaDB runtime down from several days to 18 hours

## Projects

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**Whispering Abyss** [steam/whispering-abyss](#)

- 3D Unity Roguelike with Lovecraftian Themes with a development time of 5 months
- Developed maze-like procedural level generation with varying sizes that always connect all rooms
- Implemented enemy designs, behavior, and pathfinding
- Lead Engineer in a 20-person team, with a 5-person engineering department
- Managed the codebase with Github, enforced a style guide and project organization
- Followed Agile methodology and scrums

**BUG OFF** [github.com/EmmyGames/TowerDefense](#)

- 3D Godot Tower Defense prototype
- Different tower types with their own cost, damage, rate of fire, size, and range
- Spawn random waves of enemies based on the level number which follow a path to the player's base

## Education

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**Marist College** – BS in Games & Emerging Media - Technical Concentration

May 2022