

Stacy N. Comer

Gameplay Programmer • Game Designer

[Portfolio](#) | [LinkedIn](#) | [Github](#) | comerstacy@gmail.com

I'm a game designer with a relentless passion for programming and creating tightly designed game mechanics. I strive to learn something new in every project I touch. If you need someone with an "I can do this all day" attitude, I'm your guy!

Software Proficiency

Unreal Engine (5 projects) • Unity (6 projects) • C++ (3 projects) • C# (6 Projects) • Blueprint Scripting • Unreal Material Editor • Oculus VR • Github • Visual Studio • Agile Development • Microsoft Office Suite • Javascript

Development Skills

Gameplay Scripting • UI Scripting • Optimization • Linear Algebra • Prototyping • Data Structures • Debugging • Documentation • Combat Design

Project Experience

Ursadeath (Current Project) / [Github](#)

Unreal 5 (C++) / Team of 4 / 16 Months in Development

Role: Lead Programmer, Game Designer

A rogue-like FPS. Programmed the player character, UI, upgrade system, and enemy spawn logic. Examples of upgrades include causing rockets to fire laser beams and making melee attacks explode.

Annihilis / [Portfolio](#) • [Itch.io](#) • [Github](#)

Unity (C#) / Solo / Developed in 4 Months

Role: Programmer, Level Designer, Game Designer

Programmed a fast, fluid, and easy to control movement system, complete with jumping, dashing, and walking up slopes. Physics are used to give movement a sense of momentum and weight.

No One Left Behind / [Portfolio](#)

Unreal 5 / Team of 7 / Developed in 4 Months

Role: Lead Programmer, Lead Level Designer, Game Designer

Designed and programmed game and character mechanics based on concepts created by the other team members, including picking up or levitating objects, flight, and the ability to use different interactables.

The Hellscape Project / [Portfolio](#) • [Github](#)

Unreal 4 (C++) / Solo / Developed in 3 Months

Role: Programmer, UI Designer

A proof of concept for a fantasy rpg shooter, in which the framework for weapon stats and the player inventory have been programmed in C++. Weapons, spells, and UI can be created in Blueprints based on this framework.

Work Experience

Student Programmer

February 2022 - June 2023

Purdue University Envision Center, West Lafayette IN

- Completed and maintained three projects in under a year of development, using C# and Unity to design software that effectively teaches skills to each client's students.
- Used careful communication to share expertise with team members of different disciplines, resulting in a more knowledgeable team and smoother asset integration.

IT Support

June 2021 - August 2021

TC Services / U.S. 1 Industries, Valparaiso IN

- Took the initiative in teaching myself the office phone system, resulting in swift workspace setup upon the arrival of new hires.
 - Serviced employee IT issues, including forgotten passwords, software installation, and hardware setup to facilitate an able and efficient workplace.
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Education

Bachelor of Science - Game Design and Development

Graduated May 2023

Purdue University - West Lafayette, IN