**IKE JOHNSTON**

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# GAMEPLAY PROGRAMMER

Gameplay Programmer with four years of experience, specializing in C++ and Unreal Engine 4. Shipped four major battle royale releases. Worked as lead programmer on an international indie team developing a single player, open world RPG. Developer of several smaller projects, including two VR games.

# PROFESSIONAL EXPERIENCE

**Rockstar Games,** San Diego, CA June 2021 - Present

**Gameplay Programmer**

**Lost Boys Interactive,** Madison, WI​ April 2019 – May 2021

**Game Programmer**

Shipped four major releases for PUBG as an external developer.

**Epoch Games** March 2018 - September 2018

**Lead Programmer**

Worked with all online, volunteer based, international team, coordinating with members across many time zones.

* Used UE4 and C++ to Implement and enhance various gameplay systems and tools, including:
* Quest system design and implementation
* Animation and collision based melee combat system
* AI and Quest scripting
* Character editor enhancements
* Equipment and consumable systems and menus
* Hired, managed, and delegated programming tasks to 6 junior developers.
* Ran weekly department meetings and reported progress to project leads.

**Xenial, Inc.,** Charlotte, NC​ October 2015 – November 2018

**Software Engineer**

Wrote back end and front-end menu enhancements to Point of Sale terminal software using C++ and C#.

* Wrote server and client-side enhancements for mobile, online ordering system XCE using C++.
* Built and maintained development stacks using AWS and Python.

# TECHNICAL SKILLS

C++, C, C#, Java, JavaScript, Python, AWS, SQL, Visual Studio, Unreal, Blueprint, Unity, Perforce, Git

# PROJECTS

**Dungeon Deathmatch**

Online dungeon crawler battle royale hybrid currently being developed with C++ and Unreal Engine 4

* Collision based melee combat system leveraging UE4’s Animation and Gameplay Ability subsystems
* Grid style inventory systems
* Modular character meshes for armor and customization
* Stamina based movement systems
* Loot drop generation

**Xtreme Pogo Deathmatch**

Standing VR platformer-shooter for the HTC Vive developed with C++ and Unreal Engine 4

* VR interactions, pogo movement, platforming physics
* Drone AI, combat systems
* Scoring system, HUD elements, and game over/reset mechanics

**Vralhalla**

Standing VR survival experience for the HTC Vive developed with C++ and Unreal Engine 4

* VR interactions, boat sailing controls
* Pickups, boat fuel/lighting and damage/repair systems
* Scripted game win/loss scenarios

**Bilgewater Bot**

World of Warcraft Discord bot developed with Node.js

* Character bookmarking, stats, professions, collections, and activity feed lookup
* Mythic+ stats, Raid/Encounter logs
* Auction item & WoW token price lookup
* Wowhead search

# EDUCATION

North Carolina State University, Raleigh, NC, 2012 - 2015

**Bachelor of Science (BS) in Computer Science**

Focus in Game Development