

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