

Talan Lousignont

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Portfolio: TalantedGames.com LinkedIn: Talan Lousignont

Summary of Qualifications

Core Competencies:

- C#
- C++
- Java

Development Tools:

- Visual Studio
- Unity
- OpenGL

Technical Skills:

- Gameplay Programming
- Software Programming
- Game Design

Career History

Dealersocket

Sep. 2015 – Present

Software Engineer I – Team Tech Lead – C#, Visual Basic, SQL, JavaScript

- Expanded and maintained the functionality of Dealersocket's CRM tool
- Mentored and aided other team members as acting tech lead
- Worked on developing new testing methodology to improve product stability

MURA Interactive

Jul. 2015 – Sep. 2015

Intern – Gameplay and VFX Developer – Unity, C#

- Developed new weapons and effects for DubWars, a rhythm based twin stick shooter
- Worked closely with designers and artist to build new gameplay elements
- Published Dubwars on multiple platforms (currently available through steam)

GTech

Apr. 2015 – Jun. 2015

Intern – Team Lead and Tools Developer – C#

- Developed a new tool to generate possible casino game permutations
- Designed and implemented algorithm to efficiently generate unique games
- Led team using an agile methodology to deliver a polished and functional product

Project History

TEngine

Jul. 2013 – Mar. 2015

Solo Developer – Custome3D Game engine – C++, OpenGL, QT

- Built a game engine using the component design pattern
- Developed AI system utilising finite state machines, decision trees, and steering behaviours
- Created 3D rendering and user interfaces using OpenGL and QT

Spoopy

Jan. 2015 – Mar. 2015

Gameplay Developer and Designer – Procedurally generated VR horror game – C#, Unity, Oculus Rift

- Created and designed non-Euclidean dungeon generation algorithm
- Designed gameplay objectives and overall flow of gameplay for virtual reality experience
- Created all 3D assets and most textures

Milo's Misadventure

Oct. 2014 – Dec. 2014

Gameplay Developer and Designer – Side-scrolling puzzle platformer published for android – C#, Unity

- Designed and implemented new levels and mechanics used throughout game
- Led playtesting effort to fine tune play experience and uncover bugs
- Created all 3D assets, animations, and textures

Education

Neumont University, Salt Lake City, Utah

Graduated - 2015

Bachelor of Science in Software and Game Development