TRACE MYERS

Video Game Programmer

DETAILS

ADDRESS

Mt. Dora, FL
United States

PHONE

+1 (904) 803-7654

EMAIL

main@tracemyers.com

LINKS

portfolio

github

itch.io

SKILLS

Python

C++

Unreal Engine

Machine Learning

Network Programming

Game Design

PROFILE

Creative and well-rounded software engineer with a hands-on understanding of nearly every aspect of video games development. Strong desire to create high performance software for seamless experiences. Has an eye for the arts and feels at home in a collaborative environment with diverse voices.

EMPLOYMENT HISTORY

Programming and Machine Learning Instructor, iD Tech

Remote

Jun 2022

- Teach teenage students on:
    - How to program in: python, C#, Unreal Visual Scripting
    - How to make games in Unreal Engine and Unity
    - Machine Learning and Statistics
- Teach students to manage expectations.
- Tailor project-based lessons to match student interests
- Write post-session reports, tracking student progress.

EDUCATION

BA in Statistics, University of Florida

Aug 2020 — May 2022

- cum laude
- educated in physics, astronomy and Japanese

Projects on page 2

PROJECTS

Ant Pathfinding in Unreal Engine

A navmesh and pathfinding plugin for Unreal Engine to allow characters to walk on walls and ceilings. Utilizes quaternions and rendering-adjacent triangle intersection math. Implements a path cache system as well as collision avoidance systems. In a specific test environment, the average get_path() response time is ~55ms.

portfolio

github

playable demo

Meet Your Match - P2P Multiplayer Matchmaking

Meet Your Match is a solution meant for game designers who are:

- frustrated with the complexity of connecting players
- either only need a p2p solution for development or will be shipping a p2p game

Currently, it is two things: a server script and an Unreal Engine plugin. Neither are yet fully featured, but they handle the core aspects well. Together, they handle registration, matchmaking, and client connection. Eventually, MYM will become a free way for designers to cheaply and easily: deploy a server, install a plugin for their engine of choice, and get their game online.

portfolio

github

Frogfish - StarCraft: Brood War AI

A bot made to fight other bots. Large, consistently-coded C++ framework and a python-based mind made to copy AlphaStar, Deepmind's SC2 AI.

portfolio

github - framework

github - deep learning