


IAN SNYDER

Senior Gameplay Engineer

 [Portfolio](#)

 [LinkedIn](#)

 [GitHub](#)

 iansnyder@gmail.com

Game Dev

- Unreal 5: C++
- Unity: C#
- Blender & Python tools dev
- Objective-C
- AS3
- Substance Suite

Communication & Leadership

- Agile Team Management
- Enterprise Mentorship & Education

Certifications & Awards

- Unity Certified Instructor
- Unity Certified Professional Programmer & Artist
- Winning Entry
Dreamhack Austin
- Team MVP
NCSOFT
- 1st Place
MIGS Battle of the Studios
7 hour game jam

Education

May 2008

B.S. Mathematics

Minor in Art & Design

Texas State University

– San Marcos, TX

Profile

I've been a game developer for over 15 years, with extensive programming experience in several engines, including Unity and Unreal. My specialties are creating rapid prototypes and optimization. I'm able to easily communicate across disciplines because of my skills in all aspects of game development and experience on large teams. Collaboration comes naturally from my years as an educator, mentor, and business owner.

Professional Experience

August 2017 – Present

Omaha, NE

Lead Faculty of Game Dev - Metropolitan Community College

- Led and programmed a collaborative VR/AR project in Unity & C# for public exhibit at the Kaneko art gallery
- Coded multiple UE4 VR projects with HDR, a multinational architecture firm
- Coded, with students, winning game Abyss in the DreamHack game jam
- Developed a Unity C# app for the Microsoft HoloLens

November 2019 – Present

Contract

Trainer for North America - Unity Technologies

- Led dozens of advanced training workshops for AAA and indie game studios, and AEC clients covering C# programming, physics, memory management, Addressables, optimization, debugging, writing readable maintainable code, etc.
- Taught rapid prototyping techniques using C# and Unity
- Led trainings and provided technical support for enterprise partners

January 2018 – Present

Self-employed

Founder & Gameplay Engineer - Studio Nisse

- Developed and published Skycadia, a physics-based flying sim for Nintendo Switch, Xbox Series X|S & One, and Steam using best engineering standards
- Engineered online feature functionality for all platforms
- Optimized to support a wide range of platforms
- Trained and mentored over a dozen interns in all aspects of game development
- Other projects: *UE5 Vehicle Game*, *Tactics Game Template*, *Dreadmark Racing*, *Brownie: Spirit of the Woods*

2016 – 2017

San Mateo, CA

Senior Game Designer - NCSOFT

- Overhauled design of combat system: overall vision, programmed rapid prototype in C#, UI, and systems
- Facilitated cross-disciplinary project management on a multiplayer title

2014 – 2016

Las Cruces, NM

Lead Faculty of Game Development - Doña Ana Community College

- Programmed a Virtual Reality application used for pain management in healthcare using C# and Unity
- Started the Crytek VR First lab, the first community college location in the world
- Programmed VR experiences with Virgin Galactic

2008 – 2014

Montreal, QC

Game Designer and Lead Environment Artist - Gameloft

- Gangstar Vegas, Asphalt 7: Heat, Gangstar Rio, Asphalt 6: Adrenaline, Dungeon Hunter 2, GT Racing: Motor Academy
- Contributed to many 3D action games with vehicles