

Wyatt Marvil

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EXPERIENCE

Epic Games

May 2022 – Present

Procedural Tools Programmer Intern

- Worked on small team to build an asynchronous procedural node-graph editor + runtime for the Unreal Engine 5 for large-scale worldbuilding
- Supported technical artists driving feature requests and drove feature implementation for procedural content integration with Lyra and other UE5 sample projects

Astronauts

June 2021 – Present

Gameplay/Graphics Programmer

- Cofounded indie game studio, and our first title [Tempo](#) reached Top 5 Trending on Steam and had over 40,000 players in the first month
- Participated in an incubation program for indie game startups and rapidly prototyped several video game projects with intentions to polish and publish

Epoch Games

December 2021 – February 2022

Unreal Engine Graphics/Tools Programmer

- Developed shaders, lighting, and visual effects in Unreal Engine 4 with a focus on optimization and performance for the large-scale AAA quality open-world RPG [The Lays of Althas](#)
- Directly supported the level design and technical art teams with tooling, bug-fixes, and optimizations

Knucklebones Interactive

June 2021 – January 2021

Lead Gameplay Programmer

- Assumed the additional responsibility of leading weekly department meetings and mentoring new developers
- Worked alongside the Project Managers to orchestrate collaboration between departments (art, design, gameplay, narrative, sound)
- Took responsibility for overall architecture and delivered two projects from concept to prototype

Gameplay Programmer

January 2021 – May 2021

- Delivered an open-world multiplayer educational game from concept to prototype alongside a team of 11 others using Unity
- Took responsibility for client-side gameplay systems

RazorEdgeGames

April 2021 – June 2021

Tools Programmer

- Led small team in development of backend development tools for the AAA title [Eden Falling](#) and provided support for the gameplay programming and design teams.

PROJECTS - github.com/2020wmarvil/

[WheelSteal](#) – Competitive multiplayer educational game developed over 6 months (Unity)

[Ghost Town Gunner](#) – Top-down western shooter, honorable mention in the Berkeley College Game Jam (Unity)

[ShaderCookbook](#), [UnrealShaderTechniques](#) – Chronicles of my case studies in writing shaders (Unity, Unreal)

[OpenGL Engine](#) – 3D Rendering Engine using OpenGL and GLSL

[OTIS](#) – Occupancy Tracking System using computer vision, machine learning, and full stack web technologies

RELEVANT COURSEWORK

Data Structures, Algorithms, Computer Vision, Artificial Intelligence, Parallel Computing, Game Engine Architecture, Computer Architecture, Embedded Programming, Discrete Math, Multivariable Calculus, Linear Algebra, Differential Geometry, Computational Geometry

SKILLS

Programming Languages: C++, C, C#, Python, GLSL, HLSL

Technologies: OpenGL, Vulkan, SDL, Linux, Git, Unity, Unreal Engine 4/5, Blender