Tal Wilfand

425-286-4319
talwilfand1@gmail.com
linkedin.com/in/talwilfand/
talwilfand1.wixsite.com/talwilfand

Summary of Qualifications

- Proficient in C, C++ and C#
- Proficient with Visual Studio and Visual Studio Code
- Proficient with Unity
- Experienced with Unreal Engine 5
- Experienced with Memory Management techniques
- Proficient with Python, JavaScript, Assembly
- Experienced with working in C++ Custom Engines
- Experienced with SVN, Git, Lua, Trello, JSON
- Experienced with Winsock C++ networking
- Experienced with Object-Oriented paradigms

Education

Bachelor of Science in Computer Science and Game Design Graduated: April 2024
DigiPen Institute of Technology

Professional Experience

Game Development Intern August 2024 – November 2024
Global Outlier Gaming – *Mobile Match-3 Puzzle Game* - ***Unity***

- Optimized C# codebase, reducing loading times and enhancing overall engine performance and code quality
- Delivered scoped gameplay features involving unique UI effects, systems, and gameplay improvements
- Collaborated weekly with fellow programmers to prepare tasks, provide status updates, and identify challenges.

Academic Projects

Gameplay Programmer / AI Programmer August 2023 – April 2024
One in a Krillion – *3D Character Based Action Game* - ***Unity*** Team of 9

- Incorporated custom behavior tree nodes into Unity to meet design specifications with implementing enemies
- Utilized music programs such as REAPER to mix recorded audio clips that are called through dynamic events
- Applied mathematical concepts and linear interpolation to design varied and engaging attack patterns

Gameplay Programmer / Systems Programmer August 2022 – April 2023
Cu Blight – *Isometric Procedurally Generated Roguelike* - ***Unity*** Team of 10

- Incorporated a complex and diverse item system that uses virtual functions and derived classes in C#
- Collaborated closely with the Lead Designer to implement 8 enemies with unique AI patterns
- Assembled 3 different boss fights with unique attacks, patterns, and impacts on the gameplay
- Customized the player controller, introducing a dash mechanic that allows traversal through stunned enemies

Tools Programmer / Engine Programmer August 2021 – April 2022
Cooper's Cleanup – *Top-Down Collect-A-Thon* - ***Custom Engine*** Team of 12

- Shaped the backbone of the C++ custom engine by creating the initial components for the Game Object class
- Formed the initial collision and collectable system of the game by using the Entity Component System architectural pattern to handle each component's functionality easily in a custom engine
- Constructed a comprehensive particle system creating better signifiers on the collectable items, dust effects with player movement, the ring of light that lights up the scene, and the confetti effect with the win screen