

# Edward Watkins II

## Technical Designer



 EdTechDesigner

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### FORMAL EDUCATION

University of Central Florida

**Florida Interactive** 2016-2017

**Entertainment Academy**

*M.S. in Interactive Entertainment*

Specializing in Technical Design

**School of Visual Arts** 2010-2015

**And Design**

*B.A. in Digital Media (CS minor)*

Specializing in Game Design

### SKILLS

#### Software

Unity 3D	MS Word
Unreal Engine 4	MS Excel
Perforce	Tortoise SVN
Adobe Premiere	Adobe Photoshop
Visual Studio	JIRA
Autodesk Maya	GitHub

#### Programming/Scripting Languages

C#	UE4 BluePrints
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### FUN FACTS

#### Hobbies

Gaming	Model Building
Working Out	Prototyping

#### Favorite Games

Sonic Adventure 2	Devil May Cry
Tony Hawk's Pro Skater	Metroid Prime

### EXPERIENCE

#### C3 Pathways

**Software Developer** *NIMSPRO 3 (Unity3D)* 2017 - 2018  
**1st Person Scenario Simulation Training - (Team of 2)(C#)**

- Configured full body and peripheral tracking with the HTC Vive Headset and Vive Trackers.
- Edited and maintained code for syncing player variables across a smart fox server.
- Designed and programmed systems for customizable environments and characters that synced across multiple clients.
- Collaborated with a part-time artist to design and implement various UI elements to be used in VR.
- Collaborated with law enforcement officers to improve the authenticity of gun handling mechanics.
- Integrated functionality such as finger tracking and custom ragdoll physics using external SDK's.

#### Florida Interactive Entertainment Academy

**Lead Designer** *Card Link (Unity3D)* 2017

**3D fantasy card battle game in VR - (Team of 7) (C#)**

- Designed an original card game that can be played both in a table top setting as well as in virtual reality.
- Collaborated with other designers to balance card types, values, effects, and overall rules for the card game.
- Designed, animated, and programmed various objects such as interactive portals and a themed controller UI.

**Technical Designer** *Hand of God (Unity3D)* 2016  
**3D target shooting game using Noitim's Perception Neuron Motion Capture Device - (Team of 6)(C#)**

- Refactored enemy target behavior to include respawning rates, random positioning at the beginning of 1 of 5 rows, and random pathing speeds.
- Programmed a scoring system that rewards players for shooting enemies and penalizes them for shooting allies.

**Technical Designer** *VRchaeology (UE4)* 2016  
**First person adventure puzzle game in VR - (Team of 6)(Blueprints)**

- Edited and configured audio for all player interactions such as dialogue and breaking pots.
- Directed voice recording sessions for all dialogue spoken in the game.