

AVERY FOLLETT

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SKILLS AND QUALIFICATIONS

- Experienced working in collaboration with artists, designers and producers in small-mid size teams
- Engine experience: Unreal Engine (C++ and Blueprints), Unity3D, Unity2D
- Programming languages: C++, C#, shader programming in OpenGL/GLSL
- Experienced using Agile and SCRUM project management

EDUCATION

- 2017-2021 **Game Programming, Burlington, VT, Champlain College** (3.2 GPA)
- Relevant courses: Calculus, 3D Math, Engine Architecture, Graphics Programming, Physics Engine Programming, Data Structure and Algorithms, Game Networking, Console Programming, 4 years of Game Production

GAME PROJECTS

- Jan - May
2021 **Polaris Postal Service (Unreal Engine)**
First-person narrative-focused celestial navigation and exploration game. Lead AI programmer and managed audio outsourcing team.
- Aug - Dec
2020 **Vapormage (Unreal Engine)**
First-person magic shooter with a unique, custom flick input system to cast spells. Implemented advanced AI enemies to duel and test your skills.
- Jan - May
2020 **Blackout (Unreal Engine)**
Co-op online multiplayer puzzle game where players manipulate electricity. Held lead programmer role and managed two other gameplay/networking programmers.
- Mar - May
2019 **Panzer Panic (Unity Engine)**
Four players in two teams go head-to-head controlling tanks on a projected map from a top-down perspective.

WORK EXPERIENCE

- Jan 2016 -
Dec 2019 **Technology Sales Associate, Staples Inc., South Burlington, VT**
- Assisting customers with computer issues, answering common questions about products, stocking shelves, greeting customers.

VOLUNTEER EXPERIENCE

- Fall 2013 –
Fall 2015 **Live @ 5:25 Director, Channel 17, Town Meeting TV, Burlington, VT**
- Director and camera operator for the live show “Live @ 5:25” every Wednesday from 5pm-6pm.

ACHIEVEMENTS

- Spring 2020 **Ubisoft Game Lab Competition, Montréal, QC**
- Participated as a gameplay/network programmer in a team of eight to develop a top-down 3D puzzle game, [Blackout](#), in Unreal Engine.
- Spring 2018 **UVM CodeFest 2018, Burlington, VT**
- Participated in the annual CodeFest hosted by the University of Vermont and IBM using the IBM Bluemix platform.