

Darya Talia Johnson-Marshall

Gameplay Programmer

[GitHub](#)

[Itch.io](#)

[LinkedIn](#)

Relevant Experience

Game Engines

- **Engineered 2D and 3D games using Unity Engine**, including *Booking Dreams* (3D first-person immersive sim) and *Mythology Mayhem* (2D/3D side-scroller).
 - Implemented modular enemy components using scriptable objects, allowing for diverse actions within NPC state machine.
 - Designed game designer friendly components for adding new Itinerary System objects using scriptable objects.
 - Developed menus and HUD elements using game objects and Unity's UI Toolkit.
- **Engineered 3D games using Unreal Engine and Unreal Editor for Fortnite**, with several teaching credits.
 - Developed a stealth demo in UEFN, complete with cinematics, post-processing, enemy AI, and level objectives.
 - Level designed a spaceship and added character movement using blueprints.
 - Implemented custom components using C++ for a simulated-time life simulator.

Gameplay Mechanics and Systems Design

- **Designed various game genres**, including maze, adventure, platform, first-person immersive, and third-person stealth.
- **Prototyped a life simulation using Microsoft Excel**, creating a rule set and default gameboard, conducting live playtesting, and iterating prototype through playtest feedback.
- **Streamlined playtesting feedback** using internal and external forms and worksheets as well as Trello for improved bug reports.
- **Balanced enemy mechanics** including damage and proximity triggers to elevate player challenge as the game progressed.

Collaboration and Communication

- **Collaborated with unique teams** of artists, writers, programmers, audio, and production team members during weekly huddles and design meetings to ensure milestones were being met according to design specifications.
 - Provided **technical feedback** to writers when designing NPC background information in relation to UI.
 - Overlaid functionality onto art models and discussed **UI/UX integration** and **accessibility**.
 - Collaborated with other programmers to improve and update systems over time.

Skills & Tools

C# (8 Years, 4 Projects)

C++ (2 Years)

Visual Studio (8 Years, 4 Projects)

Git (2 Years, 3 Projects)

Debugging (8 Years, 6 Projects)

Unity Engine (7 Years, 4 Projects)

Unreal Engine (4 Years, 3 Courses Taught)

GameMaker Studio (2 Years, 2 Projects)

Asana (2 Years)

Microsoft Suite (10+ Years)

Google Suite (10+ Years)

UI Development (6 Projects)

Gameplay Combat (3 Projects)

Gameplay AI (4 Projects)

Game Progression (5 Projects)

Player Controller (4 Projects)

Projects

For Your Safety

September 25 - October 2 2024

Gameplay Engineer, Team of 5, Unity

Automik Breakers

September 8 - September 15 2024

Team Director, Gameplay Engineer, Team of 9, Unity

Booking Dreams

June 12 - June 19 2024

Gameplay Engineer, Team of 5, Unity

Mythology Mayhem

December 2022 - November 2023

Gameplay Engineer, Team of 5-8, Unity

Quiet Fields

December 2021

Gameplay Engineer, Solo, Unity

Education

Full Sail University

September 2022 - November 2023

[Master of Science, Game Design](#)

Georgia State University

June 2018 - May 2022

[Bachelor of Arts, Video Game Design & Development](#)

Certificates

[Unity Certified Associate: Programmer \(12/2023\)](#)