

# MASON ISWALT

Gameplay Design / Gameplay Programmer / Technical Design

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## SKILLS

Unreal Engine 5  
Gameplay Design  
Technical Design  
Unreal Engine Blueprints  
Unreal Engine C++  
Version Control  
Documentation

## SOFTWARE

Unreal Engine 5  
Maya  
Photoshop  
GitHub  
Visual Studio

## ADDITIONAL SKILLS

Analytical Skills  
Critical Thinking  
Problem Solving  
Organizational Skills  
Time Management

## Game Development Projects

### Game Jam- Centipede: Retro \*Won 2nd Place\*

 11/2025

A 3D version of the classic game, Centipede. Created the mechanics and models used in game.

### Project - Chroma Carnage: FPS Roguelike

 08/2025

A sci-fi rogue-like game. Focus was on designing and creating gameplay systems and learning enemy AI.

### Project - Task Mania: Wave Survivor

 04/2025

A cyberpunk wave survivor game. Focus on making a scalable upgrade system and creating a project using C++.

### Udemy - Basics of C++

I learned the basic and advanced features of C++ and how it works. I then created some projects to enhance my understanding.

### Udemy - Advanced C++ Game

I learned how to use C++ inside of Unreal Engine 5 and how to access features unique to C++. I then had these features work together to create a complex game.

### Graphic Design

I learned how to maneuver Photoshop and do simple tasks like editing images. I then explored how to use more unique features to help me create icons and textures for my own 3D models.

### 3D Modeling

I learned how to navigate through Maya and how to create simple objects. Later I explored more advanced features to make game ready assets and how to maintain good topology and do proper UV unwrapping.

### 3D Animation

I got a more in-depth understanding of animation and how the process works. I then made my own animations through key framing and how to make my animations more dynamic by using the graph editor.

### World Development

I learned the process of creating my own unique world with a proper setting and environment. I also learned how to create civilizations and how to have them interact with each other.

## HARDWARE & EQUIPMENT SUPPORT

### Gaming Hardware & Technical Support

Hands-on experience assembling, configuring, and troubleshooting PC hardware. This includes component installation, peripheral setup, and system diagnostics. Familiar with console platforms (Xbox, PlayStation, Nintendo Switch, and Oculus VR Headsets) as a user. Developed practical skills in maintaining workstation performance and managing software environments across multiple machines. Comfortable assisting others with technical setup and adapting equipment configurations to meet individual user needs.

## EDUCATION

### Game and Simulation Development – Bachelor of Science Degree



Albright College

08/2022 – 05/2026