Declan Hiller
Gameplay Engineer

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Portfolio: declanhiller.com | **LinkedIn**: linkedin.com/in/declan-hiller/

Education

University of Southern California // USC Games   *May 2022 – May 2026*
BFA in **Game Development and Interactive Design**
Minor in **Video Game Programming**

Work Experience

Orderly Health
Software Engineer Intern   *Summers of 2020, 2021, 2022*
- Developed a CI/CD pipeline using Bash, Docker, and CircleCI, enabling continuous deployment of microservices to speed up feature development times by 50%
- Optimized the data processing pipeline from batches to streaming to support 50% faster data processing as well as medical rosters 30gb in size
- Revamped code architecture to help the customer engineering team create and deploy customized products to new customers 2x quicker

Games

Kobold Kitchen
Gameplay Engineer, Online Multiplayer Couch Co-op   *May 2024 – Present*
- Developed a dynamic melee-centric combat system that remains responsive even with above-average ping.
- Currently experimenting with procedural generation algorithms using wave function collapse and poisson-disc sampling to generate levels.

SCREEN:CAPTURE   declanhiller.com/screencapture
Technical Game Designer, First Person Puzzle Horror   *January 2024 – May 2024*
- Programmed the main gameplay mechanic allowing players to use a camera to store & place objects in the environment using math-driven calculations
- Built a scalable save system allowing objects to be connected into the system easily as well as making creation of customizable save & load logic easy for engineers and designers
- Scripted player locomotion mechanics to model realistic movement to increase player immersion

Bugnauts!   declanhiller.com/bugnauts
Gameplay Engineer, Educational Third-Person Bullet Hell   *June 2023 – May 2024*
- Shipped a game onto Steam with 4 other engineers as part of a 40+ person team
- Developed complex tools for designers to create fun projectile gameplay including: flight path drawer, wave pattern creator, as well as a simple block based language for scripting patterns
- Created an expansive projectile system that included customizable collision manager, object pooling, homing functionality, and a plethora of other features

Skills

Languages: C++, C#, Blueprints, Java, Bash, Gradle, SQL
Software: Unreal Engine, Unity, Perforce, Git, Google Cloud Platform, CircleCI, Docker
Other: Linear Algebra, Data Structures, Technical Documentation, Tool Development