

Game Play Programmer

Required Skills

Level 1

- Produces code with basic proficiency in C++/CH, Open GL, Dice AX, and Web GL.
- Employs 3D math skills to script motion in a 3D space.
- Assesses problems and creates innovative solutions by thinking outside of the box.
- Complies with artists/designers during game production.

Level 2

- Employs procedural modeling/design in asset creation.
- Develops pathfinding algorithms that realistically move characters through the space.
- Designs AI systems that incorporate character awareness, changing behaviors, and interaction with other characters/objects.
- Demonstrates proficiency in a variety of animation systems.
- Constructs state machines for efficient gameplay.

Level 3

- Produces code with advanced proficiency in C++.
- Assembles gameplay structures using evolutionary programming techniques.
- Assesses real time render engine design and develops assets and gameplay accordingly.
- Develops shading systems through written code.
- Devises challenging, yet intuitive combat systems.
- Designs efficient parameter driven tuning systems that drive difficulty with fun and the promise of reward.
- Creates systems of receiving user input that make character control and interactions feel natural.

What courses should I take?

- VIST 170 - VIST 284 - VIST 470
- VIST 270 - VIST 370 - VIST 486
- VIST 271 - VIST 372 - VIST 487

