

Anthony Martin Jr

Gameplay Programmer

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TECHNICAL SKILLS

Skills: Gameplay Programming, Object-Oriented Programming, Scripting, Optimization, Documentation, Version Control, Playtesting

Programming Languages: C#, C++, C, Java, Python, HTML, CSS, JavaScript

Tools: Unity, Unreal Engine, Git, Visual Studio

PROFESSIONAL EXPERIENCE

Limbitless Solutions

Orlando, FL

Supervisors: Peter Smith, Matt Dombrowski

January 2023 – Current

Limbitless Journey – Programmer

- Won Best Student Developed Game at 2023 Serious Games Showcase & Challenge
- Programmed game's UI to be compatible with eye tracking technology
- Programmed audio and flex controller calibration systems
- Created speed adjustment option based on in-person wheelchair
- Concluded development, allowing clinical trials with target ALS patients to take place
- Ported game from PC to VisionOS and Android devices

Limbitless Redline – Programmer

- Submitted to alt.ctrl.GDC and presented as a finalist at the 2024 Game Developers Conference
- Programmed early player controller, HUD, and particle system functionality
- Assisted with playtesting game for use with Limbitless Solutions' Bluetooth flex controllers

Quantum's Pursuit – Programmer

- Awarded one of eight 2023 Unity for Humanity Grants out of 500 entries
- Programmed player abilities to make use of newly implemented state machine
- Recreated audio system to make use of audio mixers
- Programmed a state machine for one of five boss fights

Lizard Lair Games

Orlando, FL

Volcanewt – Programmer

August 2023 – Current

- Programmed and optimized AI tracking and attacking states for 3 enemy NPCs
- Programmed one of three boss fights, making use of Unreal's behavior trees
- Implemented object pooling, LODs, tick adjustments, and other industry optimization techniques to save on performance

RAM Software

Orlando, FL

System Assault – Programmer

August – December 2023

- Programmed player touch interaction using Unity's new input system
- Programmed enemy and tower interaction scripts
- Programmed in-game shop with save system for multiple play sessions
- Developed systems and built game versions for PC and Android devices

Ibaraki Christian University

Supervisors: Martin Campbell, Patrick Stevens

Hitachi, Japan

May - August 2023

Teaching Assistant/Intern

- Assisted professors in the planning, delivery, and evaluation of English classes based upon the Listening Steps and Four Corners textbooks. Courses taught include English Communication III B, Listening I A, English Communication III C, English Seminar, and 関彰商事リカレント教育プログラム.
- Led Chat Hours at the Global Exchange Area for a total of 514 Japanese university students to practice speaking with native English speakers, which is an increase from the 345 students that joined in the previous semester.
- Collaborated with faculty members in organizing and facilitating three cultural exchange events with more than 212 students in overall attendance.
- Led English classes at Onuma Elementary School, nine classes at Hitachiota Seisan High School, and a summer camp for elementary school students to learn English through various activities.
- Began a kendo club with university students as one of the starting members and increased membership to ten students.
- Worked 456 overall volunteer hours on campus tutoring students with homework, assignments, study abroad applications, and preparation for English placement tests (TOEIC, TOEFL, Eiken, etc.); acting as a teaching assistant in English-related classes under the supervision of the regular professor; language and cultural activities; and planning and preparation for the above activities.

iD Tech

Supervisor: Rebecca Lovato

Virtual Position

June 2022 – April 2023

Virtual Camp Instructor

- Taught students Unity with C#, Javascript, and other coding languages/game engines.
- Taught elementary-high school students programming and coding.
- Helped students with work outside of class during office hours, and engaged with students to create a fun environment for learning.

EDUCATIONAL ACHIEVEMENTS

University of Central Florida – Orlando, FL

August 2021 – May 2024

- **B.A.** Digital Media Game Design Track
- **Honors**, College of Science Dean's List (Fall 2022)

Ibaraki Christian University – Hitachi, Japan

May 2023 – August 2023

- **Certificate**, TESOL Internship Completion

Florida Southwestern State College – Ft. Myers, FL

August 2018 – May 2021

- **A.A.** General Studies
- **A.S.** Computer Programming and Analysis
- **Certificate**, Computer Programming Specialist
- **Honors**, Dean's List (Fall 2018 – Spring 2020)
- **Certificate**, Information Technology Support Specialist (2018-2019)
- **Certificate**, Computer Programming Specialist (2018 – 2019)

Extracurricular

- **All US Kendo Federation Certification**, Kendo Rank 1dan (初段)
- **Extracurricular**, President of UCF Kendo Club (Fall 2023-2024)
- **Extracurricular**, Vice President of UCF Kendo Club (Spring 2022-2023)