

# V COLLINS-LAINE

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## EXPERIENCE

### Hidden Variable Studios

**Junior Engineer** | [Spellomancer](#)

*September 2024 - Present*

- Developed a replay file system to facilitate debugging crashes and desyncs by compressing game state and inputs to a binary file that can be replayed
- Implemented large portions of the HUD, including rollback netcode-compatible animation and event systems, dynamic player portraits, and scalable UI systems
- Added features and fixed bugs in C++ and Godot, including gameplay, netcode, and tools
- Created the game's website with HTML, CSS, and Javascript to support marketing & pitch efforts

**Engineering Intern** | [Skullgirls Mobile](#)

*May - September 2024*

- Contributed features and bugfixes to a Unity C# codebase serving millions of mobile users
- Overhauled collection screen interface to better highlight premium characters and items
- Implemented new advertising reward framework to increase revenue from non-spenders

### Airstrafe Interactive

**Technical Design Intern** | [Saleblazers](#)

*May - August 2023*

- Created editor tools and changed data serialization to improve designer workflow
- Overhauled game's weather zone implementation to add functionality for status effects and VFX
- Implemented new stat boosts and improved UI representation of active status effects

### USC Advanced Games Project (*capstone project*)

**Lead Engineer** | [Bloompunk](#)

*August 2022 - May 2023*

- Built a 12-minute demo debuting at USC Games Expo with a team of 30 over 1 year
- Led a team of 6 others by creating documentation, managing tasks, and reviewing code
- Collaborated with designers to implement tools, new gameplay features, and complex UI systems
- Communicated engineering needs and capabilities to other disciplines to improve workflow

### Blue Monarch Games (*indie studio, kickstarted Keep Me Posted*)

**Co-Founder, Engineer** | [Keep Me Posted](#)

*June - August 2022*

- Scripted player controller, enemy behaviour, quest and level progression, pathfinding, dialogue implementation, and user interfaces in Unity as the sole engineer
- Handled setting up a local Git repository, teaching version control best practices, managing merge conflicts, and coordinating build and release processes on Steam
- Developed on a condensed timeline, from ideation to polish & funding in <4 months
- Managed release plan, marketing, and Kickstarter campaign and reward fulfillment

## EDUCATION

**University of Southern California School of Cinematic Arts**

*August 2020-December 2023*

- Bachelor of Arts in Interactive Media and Game Design
- Minor in Video Game Programming

## SKILLS

- C++, C#, HTML/CSS, Unity, Godot, SDL, Dear ImGUI, Andriod & iOS, Perforce, Git, Subversion
- Vector math, data structures, tools development, UI, game AI, multiplayer networking, debugging
- Agile development, systems design, game balancing, rapid prototyping, playtest & usability processes
- Interdisciplinary collaboration and communication, agile practices, self-direction, flexible planning