



MADDISON DEVLAE MINCK

Technical Designer

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Skills

- **Programming:** C, C++, C#
- **Engines & Tools:** Unity, Unreal Engine, Autodesk Maya, Procreate
- **Source Control:** GitHub, SVN (Tortoise), Perforce
- **Game Design & Development:** Visual Scripting, Game Prototyping, Implementation, Technical Documentation, Technical Design, System Design
- **Soft Skills:** Problem-Solving, Cross-Disciplinary Communication, Teamwork, Time Management, Adaptability, Organization

Projects

Technical Designer | Gameplay Programmer | AI Programming

Sep 2024 - Present

Barton - Sci-Fi with an AI Companion, 20-Person Team

Redmond, WA

- Created an action planning system using a Large Language Model (LLM)
 - Used ChatGPT (3.5) to parse the player's text input to narrow down to an action the NPC can take.
- Implemented procedural animations through level sequencers along with easing and interpolation.
- Wrote technical documentation on an action planning system and how it could be implemented.

Technical Designer | Gameplay Programmer

Sep 2023 - Apr 2024

Specter Inspector - 2D Task Management Evasion Game, 8-Person Team

Redmond, WA

- Designed and implemented a unique window mechanic.
 - These windows acted as windows on your actual desktop. The windows included tools and viewports into the game itself.
- Prototyped tools and gameplay in Unity (2023.2.6) with the final product being in a custom C++ engine.

Technical Designer | Tools Programmer

Aug 2024 - Dec 2024

Unity Prefab Placement Tool - Independent Project

Redmond, WA

- Created a tool that can place multiple prefabs at once like a paint brush to aid with the process of terrain creation.
 - Used ImGUI, UI Toolkit, and Unity version 2023.2.6.
- Wrote technical documentation that documented my process and kept track of playtests I did on the tool.
- Aimed to make this tool easy to understand how to use it through the UI.

Work History

Technical Design Teaching Assistant

Jan 2025 - Apr 2025

DigiPen Institute of Technology

Redmond, WA

- Helped students in the course learn blueprints in Unreal Engine (5.5) and assisted with grading assignments.

C Programming Teaching Assistant

Sep 2024 - Dec 2024

DigiPen Institute of Technology

Redmond, WA

- Helped students in the course with programming in C and assisted with grading assignments.

I.T. Helpdesk Assistant

Nov 2022 - Apr 2024

DigiPen Institute of Technology

Redmond, WA

- Assisted with repairing computers and helped students and faculty if they need any assistance with the technology at DigiPen.

Education

DigiPen Institute of Technology

Expected in Apr 2026

Bachelor of Arts of Game Design with a Minor in Computer Science

Redmond, WA