

GARY STEWART

Gameplay Programmer • Technical Designer • Unreal Engine (C++/Blueprints)

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SUMMARY

Technical Gameplay & Tools Developer skilled in C++, C#, and Unreal Engine 4/5, specializing in gameplay systems, rapid prototyping, and tool development. Experienced improving workflows, performance, and player experience across Unreal environments and VR simulations.

EDUCATION

BFA, Digital Media Design – Game Design

University of Connecticut, May 2025

Relevant Coursework: Game Programming, Systems Design, Core Gameplay Design, 3D Virtual World & Simulation, Game Scripting, Game Engines (Unreal, Unity), Sound Design, Digital Art Tools

EXPERIENCE

Level Design Intern – Castix LLC, Summer 2025

- Redesigned two large-scale Unreal Engine environments, improving navigation flow, readability, and gameplay clarity.
- Enhanced terrain, architecture, and faction-based worldbuilding while resolving major technical issues (clipping, misalignment, z-fighting).
- Implemented interactive elements and performance optimizations that strengthened player onboarding and zone clarity.

Game Design Intern – University of Connecticut, Summer 2023

- Developed VR interaction systems in Unreal Engine for addiction-treatment research, using animation cues, triggers, and real-time feedback.
- Integrated iterative user-testing feedback to improve clarity, immersion, and reliability of core interactions.
- Increased participant engagement through refined UX pacing and more intuitive spatial interactions.

Video & Sound Technician – Kuhn Copper Solutions, 2021–Present

- Edited and optimized 100+ video assets, improving viewer engagement by 20%.
- Managed audio/video pipelines to ensure consistent high production quality.

TECHNICAL SKILLS

- **Programming:** C++, C#, Unreal Blueprints, Gameplay Scripting, AI Behavior Trees, Object-Oriented Programming
- **Engines & Tools:** Unreal Engine 4/5, Unity, Blender, Hammer World Editor, Adobe Illustrator, Photoshop
- **Game Development:** Gameplay Systems, Level Design, Animation Logic, Tools/Editor Extensions, Combat Systems, Prototyping, Optimization, UX for Interactive Systems
- **Soft Skills:** Collaboration, Clear Technical Communication, Debugging, Rapid Iteration, Cross-disciplinary Teamwork

PROJECTS

VR Therapy Simulation (Unreal Engine)

- Built interactive VR scenarios with intuitive motion systems and scalable logic improving user immersion.

Global Game Jam (2023–2025)

- Designed gameplay systems and mechanics for rapid-prototype games; one title showcased for innovative execution.

Multiplayer Interaction Projects (Unity / Hammer Editor)

- Built a Garry's Mod TTT map with custom traps and physics interactions.
- Developed a dark-ride simulation map with timed events, scripted sequences, and environmental storytelling.

HONORS & ACTIVITIES

- Eagle Scout, BSA
- Vice President, Fairfield Ludlowe Esports Club
- Overwatch Competitor — CT Regional Champion
- IBM Design Thinking Badge