

Randal Quick

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Game Designer

Major Technical Skills

Programming Languages

Unreal Blueprints

Game Engines

Unreal Engine
Unity

Production Tools

Confluence
Jira
Git
Perforce
Docker
Visual Studio 2022
Visual Studio Code

Minor Technical Skills

Programming Languages

C++
C#
SQL

Life Skills

Leadership
Critical Thinking
Collaboration
Communication

Sites

Portfolio: <https://snoopworks.cc/>
Repository: <https://gitlab.snoopworks.cc/>

PROJECTS & PROFESSIONAL BACKGROUND

Technical Design | Level Design | Blueprint Design

Full Sail | Project Hephæstus | 2023 -

- Designed and implemented with Blueprints combat, health, death and targeting systems for towers.
- Designed and implemented multiple levels that are actively used in project.
- Collaborated with multiple team members to assist with documentation, implementing systems, and bug hunting throughout the life of the project.

Technical Design | Level Design | Blueprint Design

Full Sail | Project PayDirt | 2023

- Designed and implemented a miniature quest with multiple objectives with Blueprints.
- Designed a medium-sized level with multiple floors.
- Implemented different lighting elements within the level.
- Designed and implemented multiple interactions throughout the level.

Blueprint Design

Full Sail | Project Sneaky Sneaky | 2023

- Implemented AI NPC movement and interaction with Blueprints and state machines.
- Utilized a small-sized level

Technical Design | Level Design | Programming Design

Personal | Mini-Project: Obstacle Assault | 2023

- Designed a miniature level.
- Coded and implemented object movement utilizing C++

Military Intelligence | Supply | Armorer

United States Army | 2010 - 2014

- Gathered, analyzed, and reported essential information in reporting terrorism and drug trades.
- Effectively kept detailed records of over 200 personnel and supervised over \$10 million of assets.
- Directed monthly inspections of essential weapons in the unit's armory.
- Managed and trained incoming personnel in the unit on standard operating procedures.
- Effectively assisted a team of personnel to improve the performance of the supply branch.

EDUCATIONAL BACKGROUND

Full Sail University

Bachelor of Science: Game Design | 2021 - 2024

- GPA: 3.61

Electronic Warfare | Signal Intelligence Technical School

United States Army Advanced Training | 2010 - 2011