PEYTON BISCHOF

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EDUCATION

University of Central Florida, BS in Computer Science & BA in Game Design **May 2024**
Distinction in Game Programming
Honors: Cum Laude, Director's Honor Roll, President's List

EXPERIENCE

Midsummer Studios | Project Burbank **Baltimore, MD**
Associate Gameplay Engineer *July 2024-present*

- Independently architected, iterated, and passed review for 8+ foundational systems and game features in Unreal Engine 5 using C++ that were integrated into the production stream and was included in the project's final build.
- Developed designer-facing Slate editors and production tools in parallel with gameplay systems, saving multiple days of production as we built upon systems I owned, pre-existing features, and rapidly iterated.
- Leveraged advanced UE5 frameworks (MVVM, PCG, State Trees, EQS, and more) to create gameplay systems that investors had "never seen anything like before" and helped the studio earn 2025 Game Changers recognition.
- Provided real-time support for studio leadership during 3 week-long investor showcases at GDC, Gamescom, and private international demos, ensuring 100% uptime and zero crashes for the best demo experience.
- Developed and presented Gen-Z customer data to provide actionable insights to senior team members to ensure the game delivered the right experience for our target audience.

Aurora Interactive | Interweaver **Orlando, FL**
Creative Director, Gameplay Programmer, Lead Technical Artist *September 2023-May 2024*

- Proposed and spearheaded the development of a 3D puzzle-platforming game in Unity, assembled a leadership team, and led 14 students from a variety of disciplines to develop the title in 35 weeks, on-time and within budget.
- Designed and implemented core mechanics and custom systems, resulting in highly performant gameplay that sustains 60+ FPS on minimum-spec hardware and delivering a unique, high-fidelity player experience.
- Reduced designer workload by 30% by streamlining all gameplay systems with custom tools and functions.
- Supported and realized the creative vision as the sole technical artist; crafted intricate visual effects and shaders to effectively communicate gameplay mechanics and strengthen the visual experience.

iDTech **Seattle, WA**
Game Design Instructor *October 2020-August 2021*

- Created curriculum and taught classes on game development in Unreal Engine, Unity, C#, C++, creating Minecraft plugins in Java, Adobe Photoshop and Illustrator, math and physics for games, and more.
- Observed student learning and guided them through game engines and related scripting, taking students with little to no technical experience to creating fully playable games of their own in an average of 5 weeks.

Microsoft **Redmond, WA**
Junior Gameplay Engineer, QA and User Research *September 2019-August 2021*

- Developed innovative gameplay mechanics, matchmaking, and network-based multiplayer systems on proprietary game engines.
- Performed pre-release compatibility testing, debugged test cases, and improved gameplay functionality by finding, reproducing, documenting bugs, as well as verifying their fixes.
- Tested new entities, maps, items, and gameplay modes to ensure playability and gameplay balance.

Intern, Worldwide Consumer Business and Executive Management Unit *June 2019-September 2019*

- Created a product roadmap for Microsoft's Azure cloud computing by aligning with key stakeholders, gathering corporate customer insights, conducting market research, and analyzing competition to reduce consumer pain points and improve overall experience.
- Assembled a forum of corporate partners and sellers to assist Microsoft in identifying gaps in sales coverage for cloud computing services.

TOOLS

Programming/DevOps: C++, C#, Java, C, Python, HTML/CSS, JavaScript, GitHub, Perforce
Game Development: Unreal Engine 4/5, Unity, UE Niagara, ShaderGraph/VFXGraph
Art: AutoDesk Maya, Blender, Adobe Photoshop, Illustrator, Substance 3D, After Effects, Procreate
**references available upon request*