John Hawley

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Professional Experience:

Jan 2019 - May 2023 - Software Engineer at 2K Games

- Experience developing with C++ in a variety of environments like Unreal Engine.
- Experience writing and editing tools to aid development and build pipeline using a variety of code and development tools: C#, C++, Python, CLI, Jenkins, WinApp, Visual Studio.
- Experience with source control using Perforce.
- Experience with project management using Jira.

Jan 2018 - Jan 2019 - Programmer at BVM CAPITAL PARTNERS LIMITED

- Experience working with small team remotely on mobile game project "Fruit Pursuit" developed in Unity.
- Implemented additional gameplay and UI improvements to shipped mobile title Fruit Pursuit.

Jun 2016 - Sep 2016 - Web Developer at Cyber Innovation Center

- Worked with nuclear research think tank to develop a prototype visualization web application for escalation data in areas of conflict.
- Experience with JavaScript, CSS, PHP, HTML, SQL.

Education:

2016 Louisiana Tech University, Computer Science BS

2016 Louisiana Tech University, English BA

2017 Digital Media Institute at Intertech, Interactive Software Development Cert.

Projects:

LEGO 2K Drive

- Development experience implementing an in-game store with a team on a AAA title.
- Experience with backend store data, handling player store data: item details, item ownership, etc. Implementation of features to meet COPPA compliance.

- Development of UI using Unreal Engine 4, C++, and Blueprints on AAA title.
- Fixed a variety of bugs related to store data and UI across several platforms.

Bioshock Collection on Epic Games Store
- Implemented EOS (Epic Online Services) into Bioshock 1, 2, and Infinite for release on Epic Store.
- Detached Steamworks from Bioshock 1, 2, and Infinite to run independently.
- Replaced Steam reliant features like save game functionality.
- Experience in Unreal Engine 3, C++, Flash.

WWE 2K22
- Implemented Data Telemetry into WWE project. Retrieved various data from user interactions with the game to provide better insight to developers so they can better iterate on changes to the game series.
- Worked with a data analysis team to add code to the project to report data to a data management application.
- Experience navigating a massive code base and working in a custom engine and toolset using C++.

XCOM: Chimera Squad
- Implemented additional controller functionality and fixes to a PC game designed primarily around using keyboard & mouse.
- Added feature for the player to switch seamlessly between controller and keyboard & mouse and update the on-screen navigation icons.
- Fixed a variety of bugs related to UI navigation.
- Experience in Unreal Engine 3, C++, Unrealscript, Flash, ActionScript.

Carnival Games PC
- Ported existing console game to PC on Steam.
- Experience developing with Steamworks.
- Implemented mouse & keyboard controls into the game.
- Added additional features and fixes to the UI when the user switches input devices.
- Professional development experience in Unity, C#.