

John Hawley

Portfolio: www.johnhawley.io

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Skills

- Developing with C++ in Unreal Engine 3, 4, 5.
- Experience using Blueprints in Unreal Engine.
- Worked on shipped video games titles.
- Testing and development on PC, Nintendo Switch, Xbox, Playstation.
- Collaborating with teams of artists, designers, producers, testers.
- Development experience in Unity and C#.
- Implementing new Gameplay features.
- Working with designers to implement User Interface.
- 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.
- Source control using Perforce and Git.
- Project management using Jira.

Professional Experience

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

LEGO 2K Drive

- Development experience implementing an in-game store with a team on a AAA title.
- Handled backend player store data: item details, item ownership, etc.
- Implemented features to meet COPPA compliance.
- Developed UI using Unreal Engine 4, C++, and Blueprints.
- Fixed bugs related to store data and UI across several platforms.

Unannounced Project

- Developed a variety of gameplay mechanics in Unity using C#.
- Programming with 3D math and physics to create fun movement and interactive mechanics.
- Exposed variables to JSON for designers to enable rapid playtesting.
- Jumped into existing gameplay code to iterate and bug fix.
- Handling a variety of game conditions like tracking score, winning, resetting. Testing for edge cases.
- Discussed with designers, producers, lead engineer to quickly iterate, improve gameplay mechanics, and overcome roadblocks.

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.

WWE 2K22

- Implemented Data Telemetry into WWE project.
- Retrieved various data from user interactions with the game to provide 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++.
- Communicated with multiple teams remotely.

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.

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.

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

Fruit Pursuit

- Worked with small team remotely on mobile game project 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

Conflict Zone Escalation Data Visualization

- Worked with nuclear research think tank to develop a prototype

visualization web application for escalation data in areas of conflict.

- Grabbed escalation data from SQL database to generate various graphs for user.
- 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.