

# Tiger Britt

## Gameplay Programmer

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[Portfolio](#)

## Skills

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- User Interface (UI)
- AI Programming
- Environment Query System
- Behavior Trees
- Gameplay Ability Systems
- Animation Blueprints
- State Trees Architecture
- ProBuilder
- IK Retargeting
- Level Sequencing
- Texture Streaming
- Level Streaming

## Tools

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- Unreal Engine |
- Unity
- Figma
- C++
- C#
- Visual Studios
- Rider

## Experience

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### Driftwood Studios, Allelon - Programmer

Aug. 2025 - Current

- o Handled AI/NPC Programming logic.
- o Programmed gameplay mechanics.
- o Handled cutscene camera logic to assist Narrative designer and Animator on cutscenes.

### City Of Gamers, Unannounced Game – Programmer

July 2025 – Current

- o Designed the core layout and gameplay flow of the town hub area.
- o Contributed to cutscene camera logic for dialogue.
- o Programmed UI elements to mimic an MLS System.

### Next Step Games, [PLANET PURSUIT!](#), Lead Level Designer

March 2025 – July 2025

- o Created larger levels while keeping optimization for this mobile game.
- o Implemented the gameplay mechanics in the level design.
- o Created Level Specific function in the levels.

### City Of Gamers, REALTAR, Level Designer

May 2025 – May 2025

- o Created the mockup level for this demo.
- o Created animation transitions to showcase assets

## EDUCATION

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### University of Central Florida

May 2026

B.A. Digital Media – Game Design

## CERTIFICATION

UI / UX Design Google Certification

July 2025