DEVIN HENDERLING

Portland, Oregon | Remote

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Game systems engineer and designer with a passion for scalable architecture, player-centric design, and cross-platform development. Focused on building innovative gameplay systems and tools that empower iteration and depth.

See Portfolio: azimuthstudios.net/portfolio

PROFESSIONAL EXPERIENCE

Gameplay Engineering Intern - Call of Duty (Multiple Games)   Treyarch | June 2023 - October 2023
- Developed internal data management tools, enabling designers to manage operations independently.
- Debugged and optimized gameplay systems using C++ and a proprietary scripting language.
- Created two new game mode prototypes in collaboration with production and design teams.

Gameplay UI Engineering Contractor - Villagers and Heroes   Mad Otter Games | June 2022 - October 2022
- Re-architected in-game monetization backend using Python for improved maintainability.
- Implemented multiplatform UI system overhaul in close coordination with art leadership.

Computer Science Supplementary Instructor   University of Oregon | August 2022 - January 2023
Research Assistant (Neuroscience)   Jaralabs | January 2020 - June 2021

EDUCATION

Bachelor of Computer Science | University of Oregon   Graduated December 2023
GPA: 3.97 | Minors in Chemistry, Biology, and English

PROJECTS

Game Director and Engineer - Food Truck Union   December 2023 - Present
- Designed modular systems for card logic, cooking, dialogue, and event flow using a data-driven architecture
- Built dynamic, responsive UI for mobile and PC platforms.
- Developed a scalable data management and save system to support rapid content creation and real-time in-editor validation.
- Engineered custom Unity tooling for testing, balance tuning, and statistical analysis.

Game Director and Engineer - A Pinball Game That Makes You Mad   May 2024 - Present
- Designed a large-scale map with skip systems, distance-based culling, and layered traversal.
- Built responsive physics gameplay with deep skill expression and accessible one-button control.
- Released localized public demo with Steam achievements, cloud saves, and platform integration.

Engineer - **DTH2FRG** - traptart.itch.io/dth2frg   2023
- Contributed modular C# code to Frogger-inspired arcade PC game developed with Unity.

Co-founder & Outreach Coordinator   Game Development Club - University of Oregon | 2021 - 2023
- Lead meetings, managed Unity development teams, and arranged industry speakers.

SKILLS / TOOLS

Languages | C#, C/C++, Python, Lua, SQLite, Proprietary Scripting (Call of Duty engine)
Platforms | Unity, iOS, Android, Windows, Steam, WebGL
Tools | Shader Graph, Git, Perforce, Jira, Visual Studio Code, Xcode, ComfyUI
Paradigms | Object-Oriented, Data-Oriented, Event-Driven