

# Evan Hecht

Gameplay Programmer

[Portfolio Site](#)

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## Skills

### Technologies

- Proficient in C#, C++, Python, GDScript, and GML.
- Experience using Godot, Unreal Engine, Unity and GameMaker: Studio 2.
- Developed and shipped 2 titles to Steam.
- Experience using debugging/profiling tools like XDebug and Godot profiler.
- Experience using Visual Studio, Rider, and IntelliJ IDEs.
- Skilled using Git.

### Other Skills

- Worked on large scale development teams while at Amazon and Komatsu.
- Worked on small teams during the 2019 and 2022 GMTK Game Jams.
- Strong 3D math skills.
- Experienced in agile/scrum.
- Quick to learn new technologies.
- Deep knowledge of game design principals.

## Projects

[TETRAGUN](#) - A top-down roguelike shooter (2023).

*Godot, C#, GDScript*

- Implemented a cost-based enemy spawning system that randomizes enemy spawns and balances difficulty by assigning weights to different enemy types.
- Implemented unlockable weapons and abilities the player can choose from before starting a run, unlocked by completing challenges, which have Steam Achievement and Cloud Save support.
- Implemented seamless switching between mouse/keyboard and gamepad input methods, with UI glyphs that update in real time.
- Implemented player shooting and scoring mechanics that behave dynamically based on the player's upgrades and selected gear.

[Grompula](#) - A top-down wave survival shooter (2018).

*GameMaker: Studio 2, GML*

- Implemented a player controller that allows players to move, roll, shoot, use abilities, and interact with the environment.
- Implemented AI behaviors for 3 different enemy types, including pathfinding and line of sight checking so enemies know when to move or attack.

## Education

**BS in Software Engineering (BSSE)**

Milwaukee School of Engineering

(2018 - 2022)

## Work History

**Komatsu** | 2023 - Present

Digital Solutions Developer

**Amazon** | 2022 - 2023

Software Development Engineer