

# Evan Foerster

## Game Programmer

---

Round Rock, Texas - Remote

714.453.7626

[evanfoerstergameprogrammer@gmail.com](mailto:evanfoerstergameprogrammer@gmail.com)

[evanfoerstergameprogrammer.org](http://evanfoerstergameprogrammer.org)

---

---

### About Me

I am passionate about learning the complete ins and outs of games, from engine architecture and math to art and storytelling. Games and computers are a never ending discovery that I find deeply rewarding and have made a fulfilling life long career, and it's this enthusiasm that I bring to any who are interested in having me on their team.

---

---

### Skills

- C++/C, C#, Unreal Engine, Unity Engine
  - Basic Data Structures/Algorithms & Design Patterns
  - Basic Trigonometry and Linear Algebra
- 

---

### Education

#### CGSpectrum / Certificate in Game Programming

December 2021 - December 2022, Melbourne, Australia "Remote"

Learned the fundamentals of Object-Oriented Programming and Game Design/Architecture with C++ as well as Unreal Engine.

#### Fullerton College / Continuing Education

August 2013 - June 2018, Fullerton, CA

Learned from a variety of GED, Computer Science and Computer Art classes.

---

---

### Projects

#### 2D RPG / 2D Tile Map Painter

An RPG inspired by the classic Final Fantasy games that loads map data from a homemade Tile Map Painter, both made in C++ and SDL.

- 2D Tile Based Exploration
- Dialogue/Keyword System
- Inventory/Party Management
- Turn Based RPG Combat

#### Alchemy Adventure- Unreal Engine

An Open World Action/Adventure made in Unreal Engine with a focus on character progression being based on item crafting.

- Real-time Stamina Based Combat
- Resource Gathering & Item Crafting
- Character Equipment Management
- Saving/Loading Player Data