Seth Burchfield

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Skills

Primary Languages: C++, C
Engines: Unreal Engine 4, Unity
Source Control: Git, Perforce

Employment History

Marching Cube (Keywords Studios) (August 2020-Current)

- Created a robust and expandable AI task manager system that delegates tasks to any AI actor based on a priority value.
- Produced a custom AI actor that moves along a gravity-defying track and dynamically avoids other AI and player-created holes in the ground.
- Constructed a scene manager system that dynamically controls a min/max value of any actor in the scene.
- Built a destruction system that allows for dynamic respawning of designer created destructible structures.

Personal Projects

(see all projects at sburchfield.com)

CYBERHUNK (Unreal Engine 4 / C++ and Blueprints) 2020-2022, Collaboration

- Created a monster closet plugin for easily adjustable enemy spawn parameters on a scene-wide basis.
- Programmed an item powerup system that allows for highly specific functionality using player event calls.
- Implemented a lobby system that allows up to 4 players to connect to a game and play together over Steam multiplayer.
- Developed a C++ weapon system that allows the player to switch between a variable number of weapons.

Education

Auburn University, Samuel Ginn College of Engineering – May 2020

Bachelors Degree in Software Engineering, GPA: 3.60

Achievements/Involvement

TigerDev (2019-2020)

- Became secretary in 2020, emailed members every week, answered questions, and helped new members get involved.
- Participated in several semester long projects, including one led by myself.

E-Day Volunteer (2020)

- Volunteer for Auburn's Engineering Day 2020. Answered visitors' questions and directed them.