

# Seth Burchfield

## Software Engineer

See my portfolio at [sburchfield.com](http://sburchfield.com)

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### Motivated programmer with a passion for creating great games

- Bachelor's degree in Software Engineering from Auburn University (2020)
- Highly knowledgeable with Unity and Unreal Engine 5
- Skilled in C++ and C#
- Indie developer with experience in many facets of game development

### 5BY5 Studios – [Last Expedition](#) (Unreal 5)

Aug. 2022 - Present

#### AI Engineer / Generalist Engineer

- Developed and iterated upon AI behaviors for several different types of creatures
- Optimized the game to support up to 100 creatures and 16 players connected to a low bandwidth server
- Developed a projectile system that allowed for responsive player input in a high lag environment
- Implemented an animation syncing system that allowed two networked players to animate together

### Marching Cube – [Universal's Villain Con Minion Blast](#) (Unreal 5)

Aug. 2020 - Aug. 2022

#### AI Engineer / Generalist Engineer

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

### [CYBERHUNK](#) (Unreal 4)

Sep. 2019 - Sep. 2022

#### Solo Developer

- Fully developed and released solo indie game on Steam
- Developed robust first-person weapon system
- Integrated Steam online multiplayer with up to 4 players
- Programmed a monster closet plugin that dynamically spawns creatures outside of a player's view