

# Atticus Clark

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<https://linkedin.com/in/atticus-clark/> | <https://topmost-hat.github.io/portfolio/>

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## Education

**Bachelor of Science in Game Programming**

May 2026

**Minor in Mathematics**

*Champlain College, Burlington, VT*

- **President's List:** Spring 2024, Fall 2025
  - **Dean's List:** Fall 2022, Spring 2023, Fall 2023, Fall 2024, Spring 2025
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## Skills

- **Programming Languages:** C++, C#, Assembly
  - **Software:** Unity, Unreal Engine 5, Godot, Git, SVN, Visual Studio
  - **Atlassian Suite:** Jira, Bitbucket, Confluence
  - **Mathematics Skills:** 3D Math, Calculus
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## Projects

**Gameplay / UI Programmer**

Dec 2025 - present

*"Pick Some Axe" | Unity 3D*

Team size: 13

- Refactored existing UI systems to make them more maintainable, and created new UI systems with a focus on sustainability
- Designed new gameplay features for combat, puzzle-solving, and exploration
- Created developer tools with specific functions requested by other programmers and designers to optimize the testing process of new features

**Gameplay Programmer**

Jan 2025 - May 2025

*"Nest Quest" | Unreal Engine 5*

Team size: 11

- Developed foundational gameplay mechanics such as movement and collectables using Blueprint
  - Implemented assets created by artists into functional UI and HUD elements
  - Applied Agile Scrum development practices to define and organize tasks, identify and mitigate risks, and ensure constant communication with the rest of the development team
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## Work Experience

**Zipline Tour Guide**

May 2024 - Aug 2025

*Zoar Outdoor Adventure Resort + Berkshire East Mountain Resort*

- Simultaneously entertained guests while handling ziplining equipment and conducting safety checks
- Maintained tight communication with coworkers to ensure safety and swiftness in operations
- Performed emergency evacuation procedures when needed to ensure the safety of guests and other guides