CHANDLER GUZMAN

GAMEPLAY PROGRAMMER

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SKILLS

Languages: C, C#, Java, Python
Software: Unity 2022+, Git & GitHub
Platforms: Windows, Linux, Mac, WebGL
Other: Version Control, Game Design, Project Management, Creative Writing, 2D Character Design & Illustration

PROJECTS

Jalopy Jetstream — Sep 2025 - Present

Project Lead | ***Game Designer*** | ***Gameplay Programmer***

- Created and managed GitHub repository, utilizing Git Large File Storage and GitHub Desktop to enable efficient real-time collaboration with a 6-person team in Unity 6.2.
- Developed major gameplay functionality scripts in C# using Visual Studio for player movement, obstacle behavior, procedural obstacle generation with time-based difficulty scaling, background movement with time-based speed scaling, and the main menu cutscene.
- Modified and debugged obstacle movement system logic in collaboration with 2 other programmers to ensure obstacles could collide with the player within the 3D space.
- Optimized game performance by implementing obstacle spawn limit and self-destruction once off-screen, effectively reducing game memory usage.

Phase 9 — Jan 2025 - Apr 2025

Game Programmer

- Leveraged knowledge of C and command-line interfaces to recreate a simplified albeit fun digital version of the classic card game Phase 10.
- Iterated on the project in 6 stages, gradually integrating newfound knowledge on data structures, memory management, and program control structures which refined and optimized core gameplay systems.
- Constructed a turn-based system with detailed game state tracking to match the game flow of an analog 2-player card game.
- Integrated a header file to organize and consolidate game variables and functions, improving code readability.

Python Visual Novels — Sep 2023 - Apr 2025

Gameplay Programmer | Narrative Designer | 2D Character & UI Artist

- Composed 2 compelling interactive visual novels in Ren'Py and Python with distinct endings dependent on a point-tracking system, emphasizing the player's agency in determining story outcomes.
- Designed 3 unique characters with 4-6 striking expressions using Clip Studio Paint, ensuring each was given a distinct visual identity in consideration of player appeal and memorability.
- Customized character dialogue and name boxes to highlight the characters' colorful personalities and implemented music and sound effects to craft an immersive game experience.
- Utilized Google Docs to draft and organize several documents spanning 19 pages with detailed worldbuilding and cast information to cultivate a consistent, imaginative narrative that can be used for future projects within the same universe.

EDUCATION

University of Central Florida — Jan 2022 - Present

Associate of Arts in Game Design & Computer Science Minor