

# ELLIOT COUVIGNOU

San Diego, California

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<https://elliotdev.gg>

## University of Illinois, Urbana-Champaign

Bachelor of Science, Computer Engineering, May 2020

### Linux Kernel Degree Project

Created a OS Linux operating system, running on C and x86, including interrupts, exceptions, scheduling and more.

## University of California, San Diego

Virtual Reality App Development Certificate Program, Feb 2021

## PERSONAL GAME PROJECTS

<https://elliotdev.gg>

### Movement Shooter Project

[link to source code](#)

UE5 (C++/BP), multiplayer FPS with grapple hooks, wall-running and sliding.

### Multiplayer RPG Project

[link to source code](#)

UE5 (C++/BP), multiplayer RPS focusing on complex combat abilities and attribute interactions.

### Unreal MegaJam 2022

[link to project](#)

Sole programmer, collaborated with arts to create a survival, top-down shooter game.

## SKILLS

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Unreal Engine 4/5  
Computer Networking  
C/C++/C# | Python 3  
Perforce | Github  
Strong Mathematical Foundation

## Unreal Engineer, Personal Action-RPG Roguelike Project

San Diego, CA | June 2024 - Present

Sole programmer on a co-op action-RPG roguelike game focusing on encouraging player theory crafting. Offers dynamic gameplay allowing numerous ways for players to modify their abilities and base power to fulfill numerous gameplay thematics. Collect unique items, relics, abilities, and ability modifiers, to create unique interactions while fighting diverse enemies and overcome challenging bosses, to reach the top of the tower.

## Gameplay Engineer, HTC

Taoyuan City, Taiwan | December 2024 - June 2025

Supported gameplay development of various experiences in Viverse. Consulted on streamlining creator workflows. Provided community support. Documented development features, and provided sample code for creator development.

## Gameplay Unreal Engineer, Midnight Society

San Mateo, CA | June 2024 - September 2024

Worked with the UI/UX team on enhancing widgets and changing overall style and layout based on player type, all while exposing individual widgets to creator scripting. Optimized gameplay networking and supported new and old gameplay features while working with art and design.

## Senior Unreal Engineer, Movella

Henderson, NV | April 2023 - March 2024

Supported livestream broadcasting software that includes various game engine content such as 3D environments and animation. Implemented data structure, UI, and development tooling for custom character creator. Created plugin for hardware video and audio capture in Unreal. Handled all things related to audio capture and routing of audio sources and their effects. Enhanced encoder, third-party plugins, and engine code.

## Unreal Engineer, Farsight Studios

Big Bear, CA | November 2020 - October 2022

Implemented logic for sound cues, dynamic sound effects and UI elements to replicate authentic sport experience. Improved crowd animation and runtime. Worked on career-mode gameplay flow along with game save data. Supported specific pro-bowler animations. Redesigned and generalized camera system to support various sports games.