Christopher Boughton

Gameplay Programmer | Unreal Engine C++

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Professional Summary

Technical designer and gameplay programmer with 4+ years in game development. Implements combat, progression, AI, and UI features in Unreal C++ and Blueprints; debugs and iterates with playtest feedback and engineering partners.

Technical Skills

Programming: C++, C#, JavaScript, Unreal Engine Blueprints
Engines and tools: Unreal Engine, Unity, PlayMaker, Visual Studio, Git, Perforce, Jira
Development: Gameplay systems, UI implementation, debugging, playtesting, automated testing, AI agent orchestration

Professional Experience

Combat Designer / C++ Programmer | Forge Hammer Entertainment | September 2024 - October 2026

- Implement and iterate C++ and Blueprint combat features for Seekers of the Ancient, a multiplayer RPG, using playtests to refine player abilities and combat feedback.
- Built the combat skill tree with UI layout, progression logic, and system programming; coordinate with artists and engineers on gameplay response and performance.
- Created a Hermes manager agent and specialized C++, Blueprint, Ability Balance, and Audit agents to route tasks by scope through Kanban handoffs and independent review.
- Defined calculation inputs and validation rules for an ability-balance prototype, then ran 23 passing Python tests.

Technical Designer | JIRACOR | March 2024 - April 2024

- Implemented step-by-step training lessons in Unity and PlayMaker, using C# and JavaScript to adjust interactive simulation behavior.
- Worked with software engineers, artists, and field experts to translate curriculum requirements into interactive lessons.

Technical Designer | Forge Hammer Entertainment | May 2022 - February 2024

- Implemented gameplay and UI features in C++ and Unreal Engine Blueprints for combat and character progression systems.
- Designed and iterated hundreds of spells and talents, AI combat behaviors, and stat progression across dozens of character stats.

Selected Projects

Programmer | Pixel Perfect Games | May 2023 - September 2023

- Programmed player weapons and stats, enemy AI abilities, interactive UI, and gameplay interactions while leading a 10-person team from concept to ship.

Workflow Design | Seekers of the Ancient Discord Bot | Node.js, discord.js, MongoDB

- Defined workflows for Steam key delivery, duplicate prevention, role recovery, onboarding tracking, and admin controls.

Education

Bachelor of Science in Game Design | Full Sail University | GPA 3.72 | Salutatorian