

Ian Hartland

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cinn4bread.github.io

Burlington, VT
linkedin.com/in/ihartland321/

Skills

- C++ and C#
- Lua Experience
- Unreal Blueprints
- Unity 2D
- Git / SVN Experience
- Bitbucket / Fisheye
- Adobe Illustrator
- Aseprite

Education

Bachelor of Science in Game Design

Champlain College

- 3.92 GPA (4.0 scale)
- Dean/President's List: Fall 2024 - Spring 2025
- Vermont Smash Ultimate Club Member

Expected May 2028

Burlington, VT

Game Development Experience

Gameplay Designer/Programmer

"AstroSynchronous" | Champlain College

January 2026 - March 2026

Burlington, VT

- Implemented various visual effects and animations via the Unity Animator throughout game play and UI to create a polished, cohesive experience
- Also used the Unity Animator to establish a pipeline for creating new bullet patterns, simplifying the process immensely for further implementation (no code required)
- Received and acted upon given feedback quickly to ensure my additions to the project were approved by the rest of the team

Gameplay Designer/Programmer

"PicoSorter" | Personal Project

December 2025 - January 2026

Burlington, VT

- Recreated Sarn's [MineSorter](#) in PICO-8 to learn both the platform and Lua as a language
- Thoroughly researched many systems present in higher abstracted game engines (collision, particles) and the ways to recreate them with Lua in PICO-8 for a more polished game feel

Gameplay Designer/Programmer

"Survive" | Champlain College

September 2025 - October 2025

Burlington, VT

- Programmed 2 separate movesets for 2 players, each with their own primary fire and special abilities + their respective cooldowns with Unreal Engine 5 (UE5) blueprints
- Designed game UI that is easy to parse at a glance, offering quick information on a player's current health pool, score multiplier (and score), and special ability cooldown

Work Experience

Conveyor Belt Unloader

Ethan Allen

July 2024 - August 2025

Orleans, VT

- Oversaw the unloading of a conveyor belt
- Coordinated with co-workers to remove heavier items and keep the belt moving
- Ensured items on the belt were efficiently relocated to their proper places