

Skyler Hektner

Gameplay Engineer | Seattle WA

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Summary

Gameplay engineer with 4 years of industry experience developing real time multiplayer action titles using C++ and C#. Proven track record self starting in proprietary tech stacks, managing stakeholders, and iterating quickly with a customers first mentality. A friendly and goal oriented team member who emphasizes knowledge sharing, engineering best practices, systems stability, and ease of content authorship.

Skills

C++/C | 8 years

C# | 8 years

Unity | 8 years

Visual Studio | 8 years

Git/SVN/P4 | 4 years

Employment

Engineer at Bungie | Oct 2020 – Present | 3 years | Seattle WA

- Maintain and expand Destiny 2 reward & progression systems using C++ and C#, shipping 3 major expansions and 12 seasons
- Own or contribute to implementation of multiple core shipping features such as weapon crafting, loadouts, and the upcoming Pathfinder objective system.
- Serve as primary shepherd for multiple game and content systems, directing other engineers and developing proposals for systemic improvements.
- Overhaul multiple existing content systems, authoring and executing large data migration tools to port existing content and player data.
- Triage high priority bugs in a live environment, coordinating with multiple teams to ensure expedient mitigation, resolution, and follow-up.
- Expand propriety build pipeline to include automated testing for new errors in content check ins, preventing an entire class of bugs and saving weeks of designer time at each shipping milestone.

Gameplay Programmer at Grinding Gear Games | Oct 2019 – Oct 2020 | 1 year | Henderson NZ

- Expanded and maintained gameplay systems in the networked ARPG *Path of Exile* using C++, shipping 1 major expansion and 4 seasons
- Regularly entered close iteration loops with designers and artists to deliver dozens of [new player skills](#) per league
- Owned, ideated, and implemented [new crafting system](#) for the *Harvest* expansion league
- Reworked and expanded [Warcy](#) gameplay system

AR/VR Research & Development Intern at Dolby Laboratories | May 2019 – Sep 2019 | 4 mo | San Francisco CA

- Designed and Engineered interactive VR demo/proof of concept for immersive audio technologies in both Unreal Engine and Unity 3D
- Implemented signal processing algorithms in C++ to test custom audio encoding options

Unity Software Engineer Intern at Jaunt XR | May 2018 – August 2018 | 3 mo | San Mateo CA

- Maintained multiplatform VR immersive content consumption app “Jaunt VR” using Unity.
- Created AR pitch deck application “Beyond” to showcase company tech using Unity and ARCore.
- Worked on a multidisciplinary team to prototype a mesh stream editing tool using Unity.

Education

University of Utah College of Engineering

Honors Bachelor of Computer Science – Entertainment Arts and Engineering

Salt Lake City, UT
August 2015 – May 2019