

Chloe Evans

Gameplay & AI Programmer

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Intro

Hello! I'm Chloe Evans. I have loved video games my entire life which is why I got into programming and developing games. I specialize in gameplay and AI, and I have been developing games for the past 4 years. I am a passionate learner and am great at teaching myself new things in a short time. I am looking for an opportunity to gain more experience and improve my already large skill set. However, connecting with new people while creating new games is a plus!

Skills

Programming Languages: C#, HTML, CSS, C++, JavaScript, Python, PHP
Game Engines: Unity, Unreal 5, PS5 Devkit, PS4 Devkit, Monogame, Pixi JS
Version Control: Github, Gitlab, Perforce
IDE: Visual Studios, BlueJ, Spyder
Console: PS4 Devkit, PS5 Devkit, Razor CPU/GPU

Experience

Infinity Ward

AI Engineer, Intern

June 2025 - September 2025

Woodland Hills, CA

- **AI Engineer for NDA**

Tools: C++

- Read through large complex code bases and implemented my own work into the current systems.
- Communicated with teammates in order to understand specifications for what was needed, and made changes based on feedback given.
- Learned lots of custom tools quickly and adapted fast to the work pipeline.
- Attended weekly stand-ups and submitted code for code review in order to gain more feedback.

Faycrest Studios LLC

Gameplay and AI Programmer, Contract

July 2024 - June 2025

Remote, NY

- **AI Programmer for DeadPedal**

Tools: Unreal and Github

- In charge of improving old AI navigation by using Unreal Navmesh and Splines.
- Pitched new design for AI which uses a Finite State Machine and a spline for navigation.
- Improved navigation by improving AI prediction of forward speed and brake speed.

- **Gameplay Programmer for NDA**

Tools: C#, Unity, and Github

- Developed player and camera movement using C# and Cinemachine.
- Implemented save system that works with multiple saves using JSON file reading and writing.
- Was created as work commissioned by another company.

Projects

Blink and You'll Miss It

Gameplay Programmer & AI Programme

Tools: C#, Unity, and Github

January 2025

Team Size: 4

GameJam Project

- Programmed a state machine using C#.
- Used [face detection plugin](#) to detect when a player blinks in real life.
- Created system where enemy logic is easily changeable using scriptable objects.
- Was created as a part of the [Pirate Software Game Jam](#).

Ugly the Cat: Missiles and Mayhem

Gameplay Programmer

Tools: C++, PS5 Dev Kit, C#, Unity, and Github

January 2024 - April 2024

Team Size: 7

College Project

- Programmed multiple prototypes using Unity.
- Programmed Quake-like, velocity based movement using C++ and C#.
- Created a multitude of power-ups using both C++ and C#.
- Was nominated for *Technical Excellence* at RPI GameFest 2024.
- Was Featured at RIT Imagine: Creativity and Innovation Festival.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development

Summa Cum Laude

Dean's list: 2020 - 2024

May 2024

GPA: 3.82