

Allen F. Lambert III

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Skills

Technical: Unreal Engine, Unity 3D, C++, C#, Git, Bitbucket, Python, JavaScript, CSS, HTML, SEO, Regex, SQL, +
Design: Illustrator, Photoshop, Animate, Audition, After Effects, Premier, 3DS Max, Blender, A/V Systems, Aseprite, +
Managerial: Project Management, Contracting, Agile Certified, Sales and Marketing, Microsoft suite, MS Project, +

Experience

MultiMediaVerse LLC

Marriottsville, MD

Programmer & Artist

March 2023 - Present

- Produce polished video games utilizing technical and design skills
- Present game projects at promotional events, adeptly promoting and expanding professional networks
- Engineer code with robust encapsulation, inheritance, and impeccable structural integrity
- Innovatively design game levels, characters, environments, animations, audio, NPC interactions, and gameplay

Vineyard App Camp (contract)

St. Paul's Schools, Timonium, MD

Game Design Teacher

September 2023 – December 2023

- Instructed 20 students twice a week in HTML and game design
- Developed engaging lessons and projects

AB Installations Inc.

Glenwood, MD

Project Manager

January 2023 – March 2023

- Contracted and coordinated graphics projects in retail, fleet, promotional, and architectural postings
- Executed an average of 60 monthly graphics projects for new and returning clients
- Troubleshoot on-site issues for daily projects to ensure quality delivery on all installs
- Increased productivity by developing efficient processes and systems to streamline project management

Xsealer Asphalt Maintenance LLC

Marriottsville, MD

General Manager

July 2012 – January 2023

- Coordinated daily operations and shift schedules, ensuring smooth and efficient business operations
- Cultivated and maintained strong relationships with over 2,000 clients
- Drafted detailed contracts with values of up to \$200,000, accurately capturing clients' needs and expectations
- Achieved sales goals of up to \$700k by managing annual budgets, ensuring profitability and financial stability

Broken Limits Media LLC

Columbia, MD

Project Manager

March 2011 – January 2015

- Led a development team in multiple video game projects from concept to launch
- Designed and produced game assets and created technical design documents for use throughout production
- Conducted team standups to review progress, assess and address risks, and ensure timely delivery
- Managed Agile tickets and sprints to ensure efficient development and bug tracking

Certifications

Agile with Atlassian Jira - <https://coursera.org/verify/QYCQG2WK4B5N>

Version Control with Git – <https://www.coursera.org/account/accomplishments/verify/GDCE8HBGVRAM>

Education

Southern New Hampshire University

Manchester, NH

BS, Game Programming and Development. 3.97 GPA. President's List.

June 2023

Howard Community College

Columbia, MD

AA, General Studies – Business Management. 3.7 GPA. Dean's List.

June 2014

Projects

Child of Ruin - Ludam Dare – *A 3D, choice-based, narrative RPG*

Unity 3D - C# - The Dialogue System - 2024

Technical Narrative Designer - The Dialogue System for Unity.

A jam game created by a 40-member team in 72 hours

Tio Omitli – *Just Play - Game Jam for Justice*

Unity 3D - C# - Aseprite - Adobe Suite - 2024

A Mexican experience set in early-17th century, Mexico City.

Casual, narrative-based gameplay.

Are You Listening? – *Just Play - Game Jam for Justice - Voice Actor*

Adobe Audition - 2024

A Narrative-based, doctor game intended to challenge the user's focus.

WINNER: *Audio Achievement* and *Competition Finalist*

Jest For Laughs – *Global Game Jam – Voice Actor & Sound Designer*

Unity 3D - C# - GitHub - Reaper - Adobe Suite - 2024

A whimsical, local multiplayer game completed in 48 hours by a team of 8 members.

Over Many Waters - *Prototype 2D Game*

Unity 3D - C# - Aseprite - Adobe Suite - 2022 - Present

Developing a 2D, top-down RPG inspired by the Legend of Zelda franchise, set in a Mesoamerican, fantasy world. Includes the development of thousands of lines of C# with Unity API and hundreds of 2D art assets.

Ragnar's Rock – *Brackey's Game Jam 23*

Unreal Engine 5 – Git Bitbucket – 2023

As the Engineering Lead and Level Designer, I led the team, designed 10 levels, and programmed key features.

Using Git Bitbucket, I provided a Git version control strategy guide.

Santa's Presents - *Student Project*

Unreal Engine 4 - Blender - 2022

As the Project Manager, I led a team in designing levels and programming the player, collectibles, and enemy AI, resulting in the project achieving an outstanding A grade.

Super Nuclear Speed Racing - *Personal 24hr Game Jam*

Unity 3D - C# - Adobe Suite - 2022

2D endless runner space game with asteroid dodging mechanics and hit points. Available on Google Play Store

Find the Cure - *Ludum Dare 51 Game Jam - Unity 3D - C# - Adobe Suite - 2022*

Fast-paced Sidescroller switching the player from werewolf to citizen every 10 seconds

Word Guessing Game - *Hobby Project - Unity 3D - C# - Adobe Suite - 2022*