

# Randy J. Modglin Jr.

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## WORK EXPERIENCE

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### Gossamer Games

March. 2023 – September. 2023

*Game Developer/ Project Lead*

*Philadelphia, PA*

- Led development of multiple projects in **Unreal Engine** using brand-new **Unreal Engine for Fortnite (UEFN)** software.
  - Over **500,000+** plays within the first 2 months of release generating just shy of **9,000** dollars in revenue.
- Analyzed market and gameplay trends to design gameplay experiences that would engage players and drive player retention.
- Wrote over **2000+** lines of **Verse** code and collaborated with other programmers to implement design features.

### Drexel's Entrepreneurial Game Studio

September. 2023 – March. 2024

*Game Developer*

*Philadelphia, PA*

- Collaborated with Yale's XRPediatrics team in the design of a VR experience for those in Chemotherapy.
- Playtested games created by incubator teams, providing feedback and indentifying core gameplay elements.
- Conducted research to identify strengths and weaknesses of cohabiting VR experiences.

### Character Design Project: Blitzcrank

May. 2023 – October. 2023

*Game Designer/ Personal Project*

*Philadelphia, PA*

- Created a 9-page design document and infographics to convey design goals to potential players and designers.
- Worked collaboratively with artists to create a working model and animations for gameplay purposes.
- Designed a playable character based on established IP to test design ideas and show-off implementations.

### 2023 Epic Mega Jam - "Antiquated Future"

September. 2023

*Game Designer/ Game Jam*

*Philadelphia, PA*

- Developed an entire game project from concept to release in under 2 weeks for public release using UEFN.
- Held design meetings with a multi-talented team to discuss gameplay designs and ideas based on core concepts.
- Performed hours of playtests with players of all backgrounds to get feedback and refine gameplay.

## EDUCATION

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### Drexel University

August, 2020 - May, 2025

*BS, Software Engineering*

*Philadelphia, PA*

- Member of the Drexel FGC Club
- Member of the Philly International Game Developer Association

## SKILLS

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**Programs:** Unity, Unreal Engine 5, UEFN, Photoshop, Lightworks, Audacity

**Programming Languages:** Java, C++, C#, Python, Verse

**Business Programs:** Microsoft Word, Excel, Powerpoint