

# Randy J. Modglin Jr.

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## WORK EXPERIENCE

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### 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 technical concerns.
- Conducted research to identify health considerations for VR development.

### 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 **1,000,000+** plays within the first year generating just shy of **20,000** dollars in revenue.
- Analyzed market and gameplay trends to design gameplay experiences that would engage players and drive player retention.
- Wrote over **2500+** lines of **Verse** code and collaborated with other programmers to implement design features.

### Gossamer Games

March. 2022 – September. 2022

*Lead VR Developer*

*Philadelphia, PA*

- Led multi-talented team in development of an experimental VR title using latest **Unity** SDKs for **Oculus**.
- Developed Vertical Slices to showcase development progress and technical systems.
- Held meetings with Senior Programmers and Executive Directors to discuss project goals.

### Drexel's Entrepreneurial Game Studio

September. 2021 – March. 2022

*Assistant Game Developer*

*Philadelphia, PA*

- Implemented Microsoft's Playfab API into internal game systems to enable online functionality.
- Delivered company wide meetings to introduce and explain new software.
- Worked with cross-functional teams to test new software implementations.

## EDUCATION

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### Drexel University

August, 2020 - May, 2025

*BS, Software Engineering*

*Philadelphia, PA*

- Member of the Drexel EGS Research Team
- 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, Python, C++, C#, Verse

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