



Eric Norfleet


Game Designer

A passionate game designer with experience in programming and technical art

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EricNorfleet.com 

EDUCATION

B.F.A.

Savannah College of Art and Design (SCAD)

08/2019 - 06/2023

Major

- Interactive Design/Game Development

WORK EXPERIENCE

Lead Designer/Lead Programmer

Beneath the Badlands - SCAD Final Project

08/2022 - 06/2023

Achievements/Tasks

- Lead team of 8 developers as part of a larger 60 person team
- Initial concept and ongoing design work
- Programmed difficult features and lead optimization efforts

Online Instructor

iD Tech

06/2022 - 08/2022

Achievements/Tasks

- Taught Unreal Engine, Java, and Python in 1 on 1 sessions with kids aged 11-17

Designer/Programmer

Skater/Sinner - SCAD Game Project

09/2021 - 01/2022

Achievements/Tasks

- Designed and Implemented third person action RPG into unreal engine 4

Team Lead For Programming and Electrical Engineering, Driving

FIRST Robotics Competition Team 7416

01/2018 - 01/2019

Achievements/Tasks

- Coordinated small team of programmers and engineers to create a robot under tight time constraints
- Won a district event, 2x Highest Rookie Seed awards, 2x Rookie Inspiration Awards, Rookie All Star award, received invitation to world championship

SOFTWARE

Unreal Engine 4/5

Substance Designer

Substance Painter

Autodesk Maya

Microsoft Office

PROGRAMMING LANGUAGES

C++

Java

Python

C#

Unreal Blueprints

Open Shading Language