

# Hi there!



**Mark B. Wahnish**

Software developer, game programmer, and generalist specializing in Unity

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## About me

I am a Unity programmer focused on creating highly engaging, unique, and performant experiences, specializing in VR. I have a wide range of knowledge and skills, from game programming and design to 3D modeling of assets, texturing workflows, editor tool development, and even mechanical design and engineering. If you'd like to work together, drop me a line!

## Skills Unity 3D 9 years' experience

- Proficient with using Unity for Oculus Rift and HTC Vive games.
- Familiar with Valve's SteamVR plugin.
- Experienced in developing custom editor tools for Unity.
- Highly familiar with Unity's C# API.
- Experienced in developing complex and responsive gameplay systems.
- Deeply understands Unity's 3D development pipeline and tools.

## C# 8 years

- Proficient with Visual Studio, Monodevelop.
- Extremely familiar with the Unity C# API.
- Skilled at writing efficient, well-engineered code.

## Git 8 years

- Understands good version control practices within an Agile methodology.
- Familiar with the benefits, pitfalls, and mitigations involved in making Git work for Unity in a team setting.

## Blender 10 years

- Extensive experience in hard-surface modeling for games.
- Proficient with UV unwrapping tools and techniques.
- Experienced with various Blender workflows.

## Photoshop 4 years

Experienced in using Photoshop for games, including development of UI elements, level decoration, and effects

## Substance Suite 2 years

Working knowledge in using Substance Painter in texturing assets for games.

## DevOps 4 years

- Experience in building automated tests and testing pipelines.
- Automation of architecture deployment using Ansible and Terraform.

## Work The MITRE Corporation 2010 – present, Software engineering in the service of the US Government

- Identified as a Subject Matter Expert (SME) in Unity, and used as a resource for several projects
- Shipped a VR training simulator built in Unreal Engine. Tasks included hard surface modeling, integration with NVIDIA's PhysX libraries, vehicle control code, and gameplay programming
- Extensive work in fields not applied to games, including DevOps processes, tools, and pipelines, automated testing, application architecture consulting, and robotics

## ABXY Games 2010 – present, Owner / sole Developer

- Indie developer focusing on Unity VR Games. Currently working on Decommissioned
- Developed several Unity editor extensions, including Methodical, a C# interpreter

## 1<sup>st</sup> Try Studios 2016 – 2018, Programmer, co-founder

Responsible for gameplay logic, character code, and some design work for ThInk, a game for iOS and Android releasing in April 2018

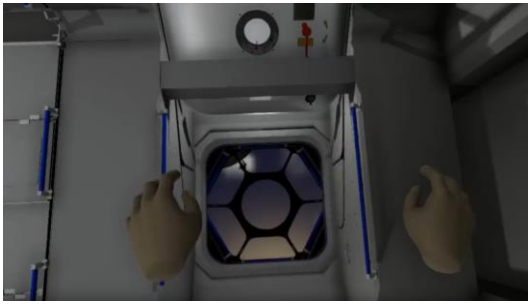
## Education Kettering University 2010 – 2014

- Bachelors in Mechanical Engineering
- Minor in Computer Science

## Georgia Tech 2017 – present

- Graduating Spring 2019
- Master's in Computer Science

## Games



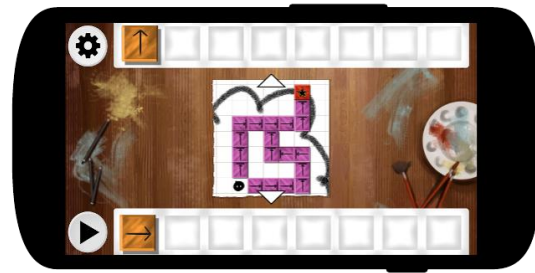
### Decommissioned

**Release:** Anticipated Early Access, end of 2019

VR space station exploration and survival game

**Roles:** Solo engineer, artist, and designer

**Key skills:** Software / gameplay engineering, performance analysis and mitigation, 3D art, unwrapping, and texturing



### Think

**Release:** Itch.io, Google Play

Mobile puzzle game for kids

**Roles:** Technical artist, gameplay programmer

**Key skills:** Software / gameplay engineering, shader development, UI implementation

## Tools and Systems

### Stately

**Release:** Unity Asset Store – soon

Code-based state machine library for Unity, with tight editor integration. Battle-tested throughout several projects

**Roles:** Solo system designer and software engineer

**Key skills:** Software / systems engineering

### Chimera

**Release:** Internal Tool

Performant, dynamic multi-threaded mesh batching/combination system. Chimera seamlessly builds combined meshes on the fly – meshes can be added and removed at will, respecting LODs, materials, etc.

**Roles:** Solo System designer, software engineer, technical artist

**Key skills:** Software / systems engineering, coding for performance

### Remesh

**Release:** Unity Asset Store - soon

Editor tool complementing Unity's Blender pipeline. Remesh allows the user to selectively hide meshes within a Blend file from the Unity importer, keeping their Unity Projects clean and free from placeholder objects, empties, and other non-essential objects.

**Roles:** Solo System designer, software engineer, technical artist

**Key skills:** Software / systems engineering, knowledge of Unity's Asset pipeline

### Methodical

**Release:** Unity Asset Store

Editor extension for Unity providing a C# interpreter (REPL) for Unity scripts

**Roles:** Solo system designer and software engineer

**Key skills:** Software / systems engineering