MAURICE MORRIS

(216)242-9462 · Mmorris8822@Gmail.com ·
2200 High St., Cuyahoga Falls, OH 44221
Portfolio: https://mmorris43.wixsite.com/website
LinkedIn: https://www.linkedin.com/in/maurice-morris-30541625a/

COMBAT DESIGNER

I am a passionate game developer with 2 years of experience contributing to open-source projects and maintaining strict coding standards. Skilled developer with a solid math background and experience using C# and visual scripting. Dedicated software developer with experience designing and developing small to medium-scale video games using object-oriented programming and functional languages.

TECHNICAL SKILLS

- **Game Engine**: Unity, Unreal
- **Programming Languages**: C#, Visual Scripting
- **Source Contro**:Perforce, Trello, Jira, Confluence

PROJECTS

Mystic | Personal Project   **January 2022 - Present**
Role | Combat Designer

An action hack-and-slash game with tower defense mechanics, waves of enemies, and allies to help protect the world tree and the player from destruction. The main character can perform melee and magic attacks, upgrade allies, and level up to survive wave after wave of enemies.

Responsibilities and achievements
- Created weapons and blueprints for the main character, enemies, and allies.
- Programmed player skills including attack combos, magic spells, summoning allies, and dodging in every direction.
- Programmed magic selection, ally selection, and UI to reflect each choice.
- Programmed enemies to move to, attack, and run from the player.
- Using Unreal Engine AI to code each enemy and allies.

Turn Based Battle System | Personal   **October 2023 -November 2023**
Role | Designer

A simple turn-based battle system loosely based on JRPG Final Fantasy 7. The player controls 3 characters with different job classes and skills and must defeat the enemy. Each character has specific stats that determine attack strength defense, damage, speed, and chance of hit.

Responsibilities and Achievements
- Created 3 Job Classes, Paladin, Mage, and Ninja
- Programmed Player, skills, and AI Enemies
- Created stats, stat changes, damage calculation, and evasion to determine if the character is hit.

Burglar | Full Sail University Capstone   **August 2022 - October 2022**
Role | Combat Designer

A stealth action game where the player must sneak around a post apocolyptic city to find a sentient AI that nearly destroyed. The player must use stealth tactics, attack combos, parries, projectiles, finishers, and stealth kills to move through the city undetected.

Responsibilities and Achievements
- Created a Drone firing system, including a fire shot, sniper shot, and auto shot.
- Designed level to showcase player's abilities including a detachable drone and ability to glide across rooftops.
- Added fuel barrels to be exploded and kill enemies when nearby.
- Designed UI for level select screen, Main Menu, and player UI.

EDUCATION

Full Sail University
Bachelor's of Computer Science in Game Design 2019 - 2023
 3300 University BLVD, Winter Park, FL 32792