Lipton Tea
Game Engineer

email@email.com
www.yourportfolio.com

technical skills

Languages
C#, C++, Other, Programming, Languages, You, Know

Tools
Unity, Git, ... other tools that you know, especially ones in the job description

Skills
gameplay engineering, other general skills listed in the job description that you have experience with

education

State University
City, State (or Country)
August 20XX— May 20XX
B.S. Your Degree

professional experience

Current Title, Company | Month, 20XX - present

This is where you describe what you're currently doing at your job with present-tense verbs! Use strong, concrete verbs and phrases like engineered, built, responsible for, trained, organized, created, painted.

Title, Company | Month 20XX - Month 20XX

The more numbers you can use, the better. Improved rendering performance by X%. Supported a team of X artists. Had X% daily active users. Created a game jam game in X hours. Worked on a team of X people.

Title, Company | Month 20XX - Month 20XX

Etc etc.

mentorship & leadership

Title, Organization | 20XX-20XX

If you don't have enough jobs to fill out a whole page (or you're like me and choose to emphasize volunteer work in addition to your usual paid game development work), you could add another section titled something like "mentorship & leadership", "volunteer work", or something similar, and include volunteer work you've done. This could be student organizations, volunteer work, clubs you ran, and the like.

Title, Organization | 20XX-20XX

Tell us what you did for this organization, and use the same strong verbage and numbers that you would for other job descriptions!