



# Isaiah Tecks

## Game Designer

**Contact**  
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**Portfolio**  
<https://isaiahtecks.info>  
**LinkedIn**  
<linkedin.com/in/isaiah-tecks/>

**Location**  
Lawton, OK

## Technical Skills

- Unreal Engine
- Blueprint
- C#
- Perforce
- SQL
- Agile
- Systems Design
- Testing and Debugging

## Personal Skills

- Timely
- Communication
- Process Oriented
- Project Management
- Quick Learner

## Other Skills

- Jira / Trello
- Confluence
- Microsoft and Google Suite

## Language

English

## EDUCATION

### Bachelor's of Computer Science | Game Design

2022 - 2024

Full Sail University  
3.6 / 4.0 GPA

## EXPERIENCE

### Project Install Specialist II

2019 - Present

Dealertrack DMS

*As one of the leading automotive software companies, Dealertrack provides management software, finance contracting, and other products to dealerships across the United States for streamlining business operations.*

- Initiated and maintained relationships with key enterprise individuals, installing software and validating workload for 4 departments before sending to launch specialists. Implemented processes to reduce over 600 hours per person across 4 teams
- Coordinated quarterly, team-wide sessions to intake employee feedback by taking measurable data and presenting to leadership for changes, directly leading to an increase of morale by over 20%.
- Activated a 4-step program for onboarding individuals post-training, ensuring procedural efficiency and an metric improvement of over 30% within 3 months. Published 100+ knowledge base articles addressing client concerns, resulting in lower case flow by 2000+ interactions during a 3-year period.
- Trained in over 3 departments, maintaining metrics for 100% client satisfaction, 20+ cases closed per day, and over 90% QA scores for a 12 month period.

## PROJECTS

### Designer

2022 - Present

Character Levelling Spreadsheet

<https://characterspreadsheet.timobenau.info>

*A spreadsheet to hold consolidated data for a popular open-world RPG. With advanced formulas and organization, organize and deliver this data to the user for easy digestion for preparation when leveling characters and weapons.*

- Streamlined character data by categorizing over 80 characters based on weapon types and required materials; this systematic approach resulted in a 50% reduction in player inquiries regarding leveling requirements.
- Compiled weapon data for 190+ weapons including rarity, type, abilities, and materials necessary items to level a weapon to 90.
- Displayed information for the player to see materials for a selected character and weapon, with warnings for any encountered errors when using invalid combinations.

### Developer and Project Lead

2022 - Present

Time Shift

<https://timeshift.timobenau.info>

*Time Shift is a game developed in Unreal Engine 5.3 by a team of five developers. The game centers around puzzles that players must solve by traveling between past, present, and future.*

- Incorporated time-travel functionality between 15 blueprints including player movement, AI, and post-processing using a single interface under Agile development methods to iterate, bug fix, and finalize.
- Implemented visual and audio feedback using characters, cameras, and controls communicate events to the player such as taking damage, interacting, or controlling time
- Coordinated play-testing efforts, documented 20+ bugs in Jira sprints, and resolved all broken functionality based on user feedback