



Evan Norzow

I'm a game programmer specializing in low level systems, architecture, and game engine design. In more standard efforts, I have a selection of Unity projects ranging from longer term to game jams under my belt.

When not programming, I'm often drawing up concept art, composing music tracks for various projects, or occasionally designing TTRPGs.



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Bowdoin, ME USA

References Available Upon Request

Game Engineer / Tools Programmer

LANGUAGES: C++, C#, Java, Go

LIBRARIES: Basic and Advanced OpenGL, C++ Standard Template Library (STL), GLFW, Miniaudio

TOOLS: Unity Engine, Visual studio, VSCode, CLion/IntelliJ, Eclipse, Java Unit testing

- Proficient in Object oriented and Data oriented design principles.
- Implementation of optimizations for performance-critical graphics, physics, and architectural code.
- Proficient in low level memory management and optimizations, including garbage collection and custom pointer wrappers.
- Producing scalable code for consistent updates.
- Extensive knowledge of game engine architecture and design patterns.
- Quick adaptation/onboarding to new team environments
- Dedication to learning new and necessary libraries and APIs.
- A sharp eye for spotting poorly performant code.

EDUCATION

CHAMPLAIN COLLEGE, Burlington VT

Major: Game Programming

Bachelors of Science, May, 2025 (with gap year)

BAXTER ACADEMY OF SCIENCE AND TECHNOLOGY, Portland, ME

Graduated, May 2020

PROJECTS

LILLIS ENGINE / 2023 - Present

2D game engine with extensive tilemap functionality, in-house physics, native c++ scripting, and a focus on retro style games. Complete with a custom built graphics pipeline and multi-threading architecture.

RISE FROM RUIN / 2025

A 3D wave defense game where you control a massive rampaging monster defending a city from invaders. With use of root motion for player animations. Currently published on Steam under the studio 9Realms.

UMBRA ET ANIMA / 2024

A 2D isometric hack n' slash game where you juggle resources to stay alive in a cursed landscape surrounded by demons and their cultists. Currently published on Itch.io under the studio JEJWICK.