

COLLIN EYE

GAME DESIGNER, PROGRAMMER, INSTRUCTOR

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Game programmer and independent developer pursuing experimental, artful, and conscientious game design.

Industry Experience: 9+ years of independent studio operation as primary programmer and game designer with a record of multiple shipped commercial and experimental titles.

Recognition and Accolades: Featured speaker at the Game Developers Conference (GDC) and creator of an official selection for the GDC Experimental Game Showcase.

Higher Education Faculty: 6+ years of full-time instructional experience developing and teaching 8-course game programming track focused on low-level programming and game design.

Institutional Leadership: Active curriculum committee member driving data-driven program evaluation, degree and certificate design.

TECHNICAL SKILLS

Systems Programming: C++, C

Tools Programming: C#, Python

Graphics: Direct3D 12, Vulkan, OpenGL

Software: Visual Studio, Unreal, Unity, Blender, Superluminal

WORK EXPERIENCE

Et Al Games 2016-Present – Founder, Lead Designer and Programmer

- **Industry Recognition:** Created several game jam projects, including *Found in Translation* which was an official selection of the **Experimental Game Showcase** at the **Game Developers Conference**.
- **Shipped Titles:** Game designer, programmer, and composer of two commercial projects: *Changes*, and *The Art of Flight*.
- **Proprietary Game Engine:** Co-author of proprietary 3D game engine written in C++ for Windows.
 - Wrote language parser for reflection system used in serialization and editors
 - Entity system with prefab support
 - Multi-threaded asset manager with hot-reloading
 - Rigid-body physics simulator
 - Multi-threaded particle system
 - Multi-threaded audio system using WASAPI
 - Multi-threaded and time-sliced A* system for grid-based navigation.
 - Skeletal animation system with layered blending and IK using Cyclic Coordinate Descent
 - P2P networking with a custom reliability layer over UDP
 - Transaction based gameplay systems to support simulation recording and playback
 - Narrative scripting language used for branching conversations

- Audio scripting language for aleatoric music in game
- **Performance Optimization:** Optimized rendering and fixed-timestep physics loops on *The Art of Flight* to sustain <16ms frame times on Steam Deck during peak stress of 7,000 active physics entities.
- **Team Management:** Hired and directed artists for concept art, modeling, and texturing. Developed in-engine editors to experiment with shader parameters and inspect assets.

Dallas College 2019-Present – Full-time Faculty, Interactive Simulation and Game Technology

- **Instruction:** Taught all 8 courses on the programming track of the AAS degree. Course topics include: C++, C#, Unity, and Unreal, engine architecture, networking, game design, and prototyping.
- **Programming Curriculum:** Developed programming curriculum focused on Data Oriented Design techniques using both C++ and C#. Authored assignments, lectures, textbook, exercises, and discussion prompts.
- **Mathematics Curriculum:** Developed a novel math course to teach Linear Algebra to first-semester students. Focus on real-time applications, visualization, and actualization in industry tools like Unity and shader languages.
- **Educational Technology:** Wrote the C++ *Mosaic* engine to teach engine development, memory management, computer hardware, networking, multi-threading, and optimization techniques.
- **Industry Practices:** Taught students the industry practice of decoupling engine systems and bypassing or extending middleware by injecting custom systems. For example, in Unity students are instructed how to bypass the performance overhead of `GameObject` by making light-weight entities stored in a dense array.
- **Institutional Leadership:** Served on the Curriculum Committee where I restructured the programming degree for the AAS as well as a level 1 certificate. Oversaw the creation of 3 other level 1 certificates.
- **Project Advisor:** Led design and prototyping classes for both individual and group game projects.
- **Community Focus:** Faculty sponsor to the Game Dev Club from 2019-2022. Role involved recruiting students, organizing on-campus events such as talks from local developers, and game jams.

PUBLISHED GAMES

- COMMERCIAL
 - *The Art of Flight* (2025) – Steam
 - *Changes* (2021) – Steam
 - EXPERIMENTAL
 - *Found in Translation* (2024) – itch.io.
Official Selection at the **Experimental Game Showcase** at **GDC**
 - *Words of Power* (2025) – itch.io
 - *Plura Tune-A* (2024) – itch.io
 - *Plura Luna* (2020) – itch.io
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PRESENTATIONS

- *Plays the Thing: Games in Society (2026)* – Professional development workshop given at **Dallas College**
 - *Designing Found in Translation (2025)* – Given at the **Game Developers Conference**
 - *Prototyping The Art of Flight (2023)* – Given at Dallas College
 - *Changes Post-Mortem (2022)* – Given to the **Student Game Developers Association** at UTD
 - *The Theater of Systems in Pathologic 2 (2020)* – Given to the **Society of Play**
 - *Drama thru Play (2019)* – Given to the **Society of Play**
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EDUCATION

University of Texas at Austin - Bachelor of Arts, 2016

- Major: English
- Minor: Computer Science

Eastfield Community College - Associate of Arts, 2010