

DAMON SCOTT GREEN II

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OBJECTIVE

Game developer with hands-on experience in C++ and C#, Unreal Engine and Unity, and custom engine development. Proven ability to lead small teams, design core gameplay systems, and communicate complex concepts clearly through a background in teaching. Delivers efficient, high-quality software in collaborative development environments.

SKILLS

- | | | |
|-----------------|-----------------|-----------------|
| • C++ | • ImGui | • OOP |
| • C# | • Doxygen | • POD |
| • Unreal Engine | • Figma | • Perforce |
| • Unity Engine | • RenderDoc | • GitHub |
| • OpenGL | • Visual Studio | • Teaching |
| • Vulkan | • Jira | • Communication |
| • Blender | • Trello | • Leadership |

EXPERIENCE

Graphics / Engine Programmer

October 2025 - Present

(Vesper) SELF EMPLOYED- Jacksonville, Florida

- Constructed a rendering engine catered towards particles, simulations and visual effects written in C++, while interfacing between multiple rendering API's in a consistent manner.
- Developed an entity component system emphasizing programming principles such as data oriented and object oriented programming.
- Wrote detailed technical documentation with Doxygen in the creation of API references for engine rendering, gameplay systems as well as editor functionality.

Lead Programmer

September 2025 - Present

(WaveBreakers) SYNTAX SURFERS- Remote

- Managed a group of developers (4) in the creation of a third-person tower defense hybrid in Unreal Engine 5.4, using Jira for task and bug tracking.
- Designed and implemented the core grid-based building system, capable of use in both third-person and top down perspectives.
- Utilized problem-solving skills to find and fix various bugs and issues in code relating to audio, UI, and gameplay as the primary Quality Assurance specialist.
- Led the development team in ensuring optimization and high performance, ensuring consistent frame rates and responsiveness across all gameplay systems.

Tools Programmer

October 2024 - Present

(Iuvo Unity) SELF EMPLOYED- Jacksonville, Florida

- Devised a custom helper library for Unity in C# focusing on low performance overhead and simplicity for users.
- Formulated a custom event system, player and AI controller, a modular actor context system, and extension methods for commonly deployed engine classes.
- Refined technical writing skills in breaking down key components for Doxygen generated documentation and class references.

Gameplay Programmer / Level Designer

August 2024 - September 2024

(Catalyst) Wish Upon A Wizard- Remote

- Developed a first-person Metroidvania shooter within the Unity game engine employing Trello for bug and progress tracking.
- Designed a projectile deflection mechanic and applied it to both character weapons and boss enemy AIs.
- Adopted an agile development cycle, leading team standup meetings through an Alpha, Beta, QA and Gold milestones to achieve a finalized product within a two month period.

PROFESSIONAL EXPERIENCE

UE5 Developer

April 2026 - July 2026

DIGITAL SCORPION INTERACTIVE- Remote

- Identified a major audio bug in the game through extensive playtesting and an in depth analysis of the game's code base.
- Wrote a comprehensive plan to resolve both major and minor audio issues within the remaining 3 weeks leading to release.
- Built a custom audio system in C++ using Unreal's built in audio features and tied it into the teams existing Blueprint architecture.

Middle School Latin Teacher

July 2022 - May 2024

ST. JOHNS CLASSICAL ACADEMY- Fleming Island, Florida

- Earned Florida Department of Education temporary certificate to teach Classical Latin to students in grades 6-12 (exp. 2027).
- Translated an understanding of Classical Civilizations and the Latin language to craft engaging lessons for students in grades 6 through 11 with Microsoft PowerPoint.
- Composed short narratives in Latin and English in Microsoft Word to engage students with translations.
- Volunteered time and technical skills during afterschool Drama Club in working both Audio and Lighting for performances and practices.

Crime Intelligence Technician

April 2021 - June 2022

FLORIDA WILDLIFE COMMISSION- Tallahassee, Florida

- Analyzed public databases through open source intelligence tactics to identify possible violators through social media platforms such as Facebook, TikTok, Twitter, and Instagram.
- Coordinated intel with Commission Lieutenants and regional dispatchers across Florida through email with Microsoft Outlook.
- Conducted background investigations employing a variety of state and federal databases to research subject's residence, vehicle information, licenses or other information pertinent to further facilitate investigations.

EDUCATION

Bachelor of Science in Game Development (B.S.)

November 2025

Full Sail University, Winter Park, Florida (Online)

Bachelor of Science in Criminology (B.S.)

April 2021

Florida State University, Tallahassee, Florida

Lambda Alpha Epsilon: Member, Professional Criminal Justice Fraternity.

Bachelor of Arts in Classical Civilizations (B.A.)

April 2021

Florida State University, Tallahassee, Florida

President's List: Spring 2021.

LEADERSHIP

THE OLIVE TREE FOUNDATION (July 2014 - Present) - Board Member, Grant Committee Member, and Chair of the Technology Committee.

ST. JOHNS CLASSICAL ACADEMY (July 2022 - May 2024) - Audio and Lighting operator for Drama Club productions.

FLORIDA WILDLIFE COMMISSION (Feb. 2020) - Intelligence Unit Volunteer.