

Cole Duncan

Gameplay Programmer
and Designer

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Projects

BioCalibr— Sept 2025 - Present

Project Lead and Gameplay Programmer

- Designed more than 10 unique weapons and implemented them for online multiplayer
- Oversaw weapon balancing
- Managed team scope and deadlines
- Hosted several online and in person playtests
- Fixed dozens of issues and bugs
- Created streamlined and reusable functions that can be easily customized

GMTK Game Jam- “We’re So Ducked!” - 2026

Technical Lead and Designer

- Designed and programmed a 3D puzzle game in only four days
- Finished in the top 10% of over 10,000 entries
- Built item interaction system and modular NPC system

Education

B.F.A.

Game Design

Savannah College of Art
and Design

Sept 2023 - Aug 2026
Savannah, GA

Skills

- Unreal Engine 5
 - Blueprints and C++
 - Steam Sockets
- Version Control
 - Perforce
 - Diversion
- Unity
- Substance Painter/Designer
- Maya