

Isamu Dorr-Yamazaki

Gameplay Programmer & Designer

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[LinkedIn](#) | [Portfolio](#)

Anaheim, CA

Game development student passionate about designing and programming interactive gameplay systems. Experienced in building immersive environments in Unreal Engine and Unity. Proficient in C++, C#, and Blueprint, blending technical systems with creative design. Seeking a gameplay design role where I can contribute to systems, mechanics, and player experience.

EXPERIENCE:

Software Engineer Intern

June 2025 - August 2025

Respawn Entertainment - Los Angeles, CA

- Worked on an unannounced title using Unreal Engine 5, contributing to tools, optimization, and audio systems.
 - Built a C++ editor setting to control animation autoplay, improving workflow for animators and designers.
 - Optimized GPU Niagara particle systems by profiling with PIX and implementing distance-based culling, significantly reducing rendering costs.
 - Supported the audio team by helping integrate a new sound system using Wwise, enhancing the game's dynamic and immersive audio experiences.
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PROJECTS:

Resonance

- Developing an audio-reactive shooter game in Unity using C#, featuring dynamic environments that respond to player-generated sounds.
- Integrated Wwise middleware for spatial audio and real-time parameter control (RTPC), analyzing audio bus loudness to trigger reactive object behaviors.
- Designed an Overdrive ability with movement speed modifiers, cooldown management, and post-processing visual effects including FOV changes and screen tinting.

Mystery Mansion

- Collaborated with a team of 3 to develop a Clue-inspired point-and-click mystery game in Unity, creating a comprehensive dialogue system using ScriptableObjects for designer-friendly content and branching conversations.
 - Engineered state-based conversation tracking that unlocks new dialogue options dynamically based on discovered clues and collected items across multiple scenes.
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EDUCATION:

August 2022 - May 2026

Chapman University, Dodge College of Film & Media Arts

Bachelor of Fine Arts, Game Development

- Minor in Japanese Studies
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TECHNICAL SKILLS:

Unity, Unreal Engine, C#, C++, Blueprint, Visual Studio, JetBrains Rider, Perforce, GitHub, Slack, PIX, Wwise, Avid Pro Tools, Ableton Live, Max/MSP, Photoshop, Premiere Pro, After Effects, Nuke, Blender