Garrett Koleda

Game Developer / Software Engineer
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PROFESSIONAL SUMMARY

An enthusiastic game developer with proficiency in Unreal Engine, core system architecture, and engine-level tool development. Continuous commitment to learning professional development through building game experiences challenging player imagination.

SKILLS

- C#, C++, Java, TypeScript
- Agile Development (Jira, Trello)
- Game Engine Development
- Source Control (Perforce, Git)
- Gameplay Programming
- Database Systems

ACADEMIC EXPERIENCE

Lead Programmer   August 2025 - October 2025
Syntax Error Studios / Hypertrack, Full Sail University

- Project goal involved developing a polished, dynamic racing game, simulating professional studio environments to deliver a complete vertical slice.
- Spearheaded architecture and implementation of core game systems including race state manager and data-driven challenge system, while consolidating disparate logic into a single, maintainable actor.
- Utilized Unreal Engine 5 with Gameplay Tags and data persistence to create dynamic gameplay and track player progression. Engineered UI framework migration to Unreal's Common UI stack, establishing robust foundation for team development.
- Team feedback and playtesting identified complex input mapping issues and race-state bugs, resolved through logic consolidation and new UI framework implementation, resulting in polished, bug-free user experience.

Lead Programmer   August 2024 - September 2024
TE4M GAMES / Quantum Raiders, Full Sail University

- Project focused on rapid, milestone-driven development cycles targeting complete, playable prototype delivery.
- Directed team workflow through Scrum planning, oversaw feature implementation, and managed scheduling with conflict resolution to maintain project momentum.
- Managed production using Trello for Scrum tasks and Unreal Engine for development. Completed 25+ programming tasks delivering core gameplay mechanics forming foundation for player interaction.
- Daily stand-ups and playtests revealed needs for improved task prioritization and communication, addressed by adapting Trello board for clearer task definitions and conducting focused breakout sessions to solve implementation blockers.

EXPERIENCE

Lead Contributor   January 2021 - Present
CUE4Parse, Online

- Influenced development of CUE4Parse, an Unreal Engine 4/5 file parser written in C#.
- Collaborated with open-source community to extend functionality, resolve bugs, and enhance performance, supporting over 150 Unreal Engine 4 and 5 versions with variations resulting in nearly 2,000 commits.
- Expanded expertise in C#, C++, and Unreal Engine internals through ongoing feature development.

Lead Developer   June 2020 - Present
Fortnite Central, Online

- Founded and developed Fortnite Central, a web service and online community consolidating Fortnite news and information, serving tens of thousands of users daily.
- Built APIs with Express (TypeScript) and ASP.NET (C#) to provide real-time updates to tens of thousands of users.
- Integrated a Discord bot to extend access and provide a seamless multi-platform user experience.

EDUCATION

Bachelor of Science in Game Development (B.S.)   October 2025
Full Sail University, Winter Park FL