

Chloe Warden

Los Angeles, CA | [LinkedIn](#) | [Portfolio](#) | crwarden89@gmail.com | (818) 770-1466

SUMMARY

Experienced Generalist Engineer and VR Developer with 8 years in Unreal Engine (UE4) and VR programming in blueprints and C++. Enhanced VR performance through asset optimization and custom tool development. Successfully integrated third-party plugins, streamlining workflow efficiency. Delivered high-quality, immersive VR experiences across platforms like HTC Vive, Oculus Quest, and PlayStation VR, consistently meeting tight deadlines and client expectations.

SKILLS & SPECIALTIES

Unreal Engine (UE4/UE5)	Multiplayer Development
Unity Engine	Virtual Reality (VR) Development
C++, C#, Python	3D Asset Management
Blueprints	Team Collaboration
User Interface (UI) Design	Agile Methodology
Python Integration	Communication
	Time Management

PROFESSIONAL EXPERIENCE

TLM Partners (Acquired by Endava) **October 2021 – November 2024**

Generalist Engineer / Programmer (Studio Layoff)

Obskur (Twitch App), **Alien Rogue Incursion** (PSVR2), **Unannounced Titles** (Xbox X/S, PS5)

- Developed and adapted diverse game features and mechanics across multiple genres and platforms (PC, console, VR) for both announced and unannounced projects
- Tailored and optimized game UI mechanics for smooth transitions from PC to console, ensuring seamless cross-platform usability
- Designed unique weapon mechanics for a variety of gun types, enhancing gameplay precision and realism
- Refined player movement mechanics in a multiplayer VR environment to minimize lag and create a more immersive experience
- Debugged and enhanced a custom Unreal Engine 5 tool for Twitch, improving integration and functionality

KBRWyle Technology Solutions, LLC **April 2021 – September 2021**

Virtual Reality Developer (Contract)

Training Simulation (Quest VR)

- Designed and implemented innovative features for a VR training simulator, enhancing user interaction, and training efficacy
- Developed a streamlined VR multiplayer base template, reducing setup time for new projects, and improving team efficiency in collaborative development

Raytheon Intelligence, Information, and Services **June 2020 – December 2020**

Unreal Engine Developer (Contract)

Training Simulation (PC)

- Delivered essential assets for multiple teams, including a dynamic tutorial system that sourced information from data tables and Excel files, enhancing the team's knowledge about Unreal Engine, and streamlining development workflows
- Built a custom Unreal Engine tool to control the day-to-night cycle, boosting visual consistency and optimizing performance
- Designed a scalable quest system to support tutorial integration, improving training efficiency
- Enhanced training effectiveness with immediate document accessibility
- Executed various smaller tasks to optimize workflows and enhance efficiency

Digital Domain

May 2019 – February 2020

Unreal Engine Developer (Contract)

The March (VR Experience)

- Designed UE4 utilities and tools tailored for production, enhancing productivity across project teams
- Integrated Python scripts within C++ and UE4 API to create a look-development tool, streamlining development workflows
- Modified a TCP socket plugin to enable VR client-server functionality, enhancing data transfer speed for a more immersive experience
- Engineered custom camera components for the virtual production pipeline
- Programmed and tested a multiplayer server and client for network stability and user interaction

CBS Digital

January 2017 – May 2019

VR Programmer

Stranger Things: The VR Experience (Quest), **DeathNote VR** (Vive, Quest, Gear VR), **Ben and Jerry's**

- Enhanced asset performance in C++ and Blueprints, improving frame rates across VR platforms
- Integrated, debugged, and compiled third-party proprietary plugins into Unreal Engine (UE4) source code, improving overall stability
- Maintained custom UE4 engine builds with third-party plugins, ensuring compatibility and reliability
- Optimized material shaders, lighting, and particle effects for Death Note VR, enhancing rendering efficiency on platforms like HTC Vive, Oculus Quest, and Gear VR
- Imported and optimized Stranger Things VR assets from Unity to UE4, retopologized models, and refined textures to meet Sony's PlayStation VR standards, enhancing visual quality
- Conducted R&D on AR capabilities with Kinect in UE4, implementing motion capture solutions using IKinema and OptiTrack to expand VR/AR functionality

Edge Technovations LLC

April 2016 – January 2017

Game and UI Programmer (Contract)

Space Havoc (Android)

- Updated assets using C# and Google SDK within Unity Engine
- Updated the UI Design for the menu and in-game player HUD
- Programmed UI with the Google SDK in Unity for *Space Havoc*

EDUCATION

Arts Institute of California

September 2016

Bachelor of Science: Game and Visual Programming

California Lutheran University

May 2011

Bachelor of Arts: Art