

Ian Backlund

Video Game Programming

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Computer Skills

Programming Skills

- Skilled at using the C# and C++ programming languages to implement videogame rules and gameplay using Rider, Visual Studio, Android Studio, Mono, and XCode as development environments.
- Able to write code using common design patterns (Object-Oriented, Component based, Entity Component Systems (ECS), Dependency Injection).
- Experienced at using the Unity, Unreal, Torque and Littech Jupiter engines for game development.
- Skilled at creating scripts, plug-ins and exporters for 3D Studio Max and Blender. Familiar with synchronizing code in a cooperative development environment using Perforce, SVN, Git and Visual Source Safe.

3D Computer Graphic Skills

- Experienced with a wide range of computer graphics programs including but not limited to Blender, 3D Studio Max, Allegorithmic's Substance tools, Photoshop and GIMP.

Projects and Experience

Red Lens Games: Senior Programmer

5/2025 to Present

Engineered features on various different game titles, focusing on multiplayer networking, integrating online services and console porting.

We Kill Monsters:

Added Epic Online Services for crossplay multiplayer including lobby code, voice communication and joining friend games. Also added numerous new features including user configurable game settings, save game systems and UI improvements.

LEGO Voyagers:

Integrated Epic Online Services for crossplay multiplayer networking on the Nintendo Switch.

Endeavor One: Senior Programmer

4/2020 to 2/2025

Developed features on three different released Virtual Reality game titles and numerous prototypes. Primarily responsible for AI logic, pathfinding, perception systems, game rules, animation and art integration.

Experienced with Virtual Reality and Mixed Reality SDK's for the Meta Oculus, Playstation VR and Steam (PC).

[Batman: Arkham Shadow:](#)

Supporting the primary studio Camouflaj - Worked on AI systems, Player Feedback Events, Ambient Dialogue and Object Pooling.

[IronMan VR on the Meta Quest:](#)

Supporting the primary studio Camouflaj - Prototyped and built out a system to convert the previously point-to-point teleport movement system into a free-roaming movement system.

[Arashi: Castles of Sin:](#)

Responsible for AI, physics programming and code optimizations on the original Playstation VR release. Developed tooling for NavMesh generation. Built out the logic for a detailed AI wolf companion: Haru, including fetch, distract, follow and petting features. Assisted external studios with ports to the Oculus and PC.

Kuma TV Games: Programmer

8/2013 to 4/2020

Designed and programmed three different released games and many more game prototypes. Feature development included: gameplay, networking, AI opponents, graphics, GUI, in-app purchasing, voice controls, and analytics using the Unity game engine and C#. Released games on the Steam (PC), iOS, Apple TV, Fire TV, NVIDIA Shield and android platforms (Google Play).

[Space Epic: Promo Video](#)

[Evil Magic Finger](#)

[Infinite Overdrive](#)

AIS: Programmer/Artist

6/2011 to 3/2013

Programmed numerous new features and bug fixes for the PriSim virtual shooting range. Primarily responsible for changes to the TSE and T3D game engine. These duties included C++ and torqueScript programming. Additionally, responsible for creating and editing new 3D art assets using 3DStudio Max.

[PriSim Video Demo](#)

Armageddon Road: Lead Designer/Programmer/Artist

6/2007 to 4/2011

Developed game-rules, game-play, character models, and character animation (including facial lip syncing), AI, Ranged and Melee Combat systems, save game system, inventory system and many other features.

[Armageddon Road Video Demo](#)

Education

Post-Graduate Applied Information Technology Certificate,
Information Technology Institute, Denver Colorado. October 2000.

BA in English and Communication, Lewis & Clark College, Portland Oregon. December 1998.