

Addison Warner

Technical Artist & Unreal Engine Systems Specialist

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> TECHNICAL EXPERTISE

Engine & Systems	Unreal Engine 5 (Actor Components, Blueprints, Game Systems, Lighting, Network Replication, UMG)
Animation & Rigging	Akeytsu, Blender, State Machines, Blend Spaces, Procedural Buoyancy & Locomotion, Montages
Shaders & VFX	Vertex Shader Parameters, Niagara Particle Systems, Draw-Call Culling
Scripting & Modding	Bethesda Creation Kit, Papyrus Scripting, Custom AI Behavior Trees, Quest Architecture, Teleportation Grids
Web & Data	Next.js, React, TypeScript, Postgres, Third-Party API Integration, Caching, Vercel Deployment
Bots & Platform APIs	Discord API, Slash Commands, Interaction Handlers, Webhooks, Permission Scoping, Subscription Billing
Desktop Applications	Windows Tray Apps, Global Hotkeys, Screen Capture, FFmpeg Encoding Pipelines, Portable Distribution, Offline Licence Validation
Media & Documentation	Technical Video Capture & Editing, Product Trailers, Implementation Setup Documentation, Storefront Assets
Hardware & Fabrication	Single-Board Computers, CAD Modeling, 3D Printing Prototyping, Vacuum Forming

> COMMERCIAL ENGINE SYSTEMS & FAB MARKETPLACE TOOLS

Advanced Swim Component | [View Product on Epic Games Fab Marketplace](#)

- Drop-in Actor Component handling water volume detection, buoyancy physics, and procedural swimming motion.
- Animation state machine blending across treading water, diving, sprinting, and vertical surfacing.
- Ships with Blueprint documentation and demo levels, so buyers can integrate it without support.

Easy Taming Component | [View Product on Epic Games Fab Marketplace](#)

- Creature AI framework with configurable behavior states: wild, passive, aggressive, follow, and mount.
- Server-authoritative replication for feeding prompts, taming progress, and state sync in multiplayer.
- Attaches to any character actor, so it fits survival gameplay without changes to the base mesh.

Catalyst Dynamic Flame | [View Product on Epic Games Fab Marketplace](#)

- Real-time flammability and fire propagation component, kept to a low draw-call budget in foliage-heavy maps.
- Progressive charring materials driven by vertex shader parameters and proximity heat traces.

Mobile Touch Controls | [View Product on Epic Games Fab Marketplace](#)

- On-screen touch interfaces for cross-platform games, built on Unreal Engine's Enhanced Input framework.
- Floating thumbsticks, configurable action buttons, and touch gesture recognition.

> FEATURED GAME SYSTEMS & PRODUCTION WORK

The Elder Scrolls V: Skyrim — Alidon's Ultimate Armory & Expansions

15,000,000+ Cross-Platform Downloads

Verified Bethesda Creation Club Creator | PC, Xbox, PlayStation

- Gameplay modification suite with over 15 million downloads across PC, Xbox, and PlayStation.
- Papyrus scripting behind custom teleportation networks, dynamic activators, vendors, and spell frameworks.
- Built the subterranean environments, weapon armories, and testing areas that hold hundreds of hours of play.
- Produce the showcase videos, tutorials, and change logs, and run the Discord support community.

Toss-o-bot | Epic Games Mega Stack-O-Jam

72-Hour Solo Game Jam

Solo Developer (Design, Animation, Programming, Build Shipping)

- Designed, animated, and shipped a complete game in three days using Epic's Stack-O-Bot assets, Unreal Engine, and Akeytsu.
- Custom locomotion graphs, state-driven enemy AI, a multi-phase boss, and a finished gameplay loop, released on itch.io.

> WEB, PROTOTYPES & HARDWARE

Epoch Explorer | epochexplorer.earth

- Full-stack web app: pick a region and a point in geologic time, get the fossil animals known from there, with sources cited on every result.
- Next.js, React, and TypeScript on Vercel, querying the Paleobiology Database and caching enriched results in Postgres.
- Deterministic offline test suite plus a separate pass that verifies the data files against the databases they cite.

Chojio | chojio.com

Live, free tier plus \$4.99/mo per server

Discord server toolkit: panels, support tickets, and self-assignable roles

- Replaces the four single-purpose bots most servers end up running, configured through slash commands rather than a separate dashboard.
- Component handlers resolved by name at click time instead of held in memory, so buttons posted months earlier keep working across restarts and deploys.
- Scoped to least privilege: no Administrator permission, no Message Content intent, and role permissions re-checked before each assignment.
- Shipped with a free tier and per-server subscriptions; over-limit configuration becomes read-only rather than being deleted.

Capshot | capshot.me

Windows, free plus \$11.49 one-time

Tray-resident region screen recorder, shipped portable with ffmpeg bundled

- Drag a rectangle on any monitor and it records only that region, started and stopped by system-wide hotkeys the user rebinds.
- Outputs MP4, MOV, WebM, GIF and animated WebP with device audio, and pauses and resumes part-way through a take.
- Licence key verified once and then valid offline; the free tier states its limits rather than running a trial clock.
- Platform support published as a table, including why the ChromeOS build is a web app: an installed app there cannot see the rest of the screen.

Dual-Wield Magic & Cross-Platform Inventory Prototypes | Unreal Engine

- Modular spellcasting framework with independent control of each hand.
- Data-driven item architecture using UMG widgets for grid slots, equipment binding, and consumption logic.

Ruggedized Portable Cyberdeck Terminal | Embedded Systems & Rapid Fabrication

- Field-ready portable PC in a weather-resistant Apache 2800 chassis, running Linux on an x86 LattePanda Sigma.
- CAD-designed 3D-printed mount panels, active cooling, battery expansion hats, and flush I/O breakouts.