John Dunham

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A game developer with a passion for user experience.

SKILLS:

- Experienced languages: C++, JavaScript, C#, HTML5, and Java.
- Computer literacy: GIT, SVN, UNIX, Unity3d, Unreal 4.5, Photoshop, Excel.

WORK EXPERIENCE:

1st Playable Productions – Troy, NY

Gameplay Programmer (June 2014 – August 2014)

- Developed new features (levels), refined mechanics, play tested and squashed bugs.
- Tools: SVN, Bugzilla, Flash, FlashDevelop, wiki.
- Programming Languages: As3 (core), python (limited tools)

IBM – Poughkeepsie, NY

Pre-Professional developer PPS Level 2 (January 2012 – August 2013)

- UNIX script automation with cron jobs on AIX (with AFS) for IBM level 2 data processing jobs.
- Required the use of ksh, awk, sed and tcl/expect programming.

Pre-Professional developer SVT Test (March 2011 – January 2012)

- Developed a Java tool as an interface between users and the Director REST API.
- Required the use of JSON, JMS, and Java Principles: inheritance, type inference, and reflection.

SELECTED PROJECTS:

Crystalline (Capstone Game) (2014-2015):

- An FPS/RTS game prototyped in Unity and developed in Unreal 4.5.
- Primary Job: Gameplay programmer (weapon systems, user experience)

JohnGen (Spring 2014)

- Procedural terrain/environment system using simplex noise for the primary randomization.
- Focused on creating a seamlessly tiled infinite procedural world.
- Initial prototype completed in Unity, refinement done with compute shaders in DirectX11 (C++).

Gene Runner (Spring 2014)

- Gamified 2D "walk-cycle" generator using a genetic algorithm for non-humanoid characters.
- Designed and developed for HTML5 and JavaScript.

EDUCATION:

RIT Rochester, NY (2013-present)
   M.S. Game Design and Development | GPA 4.0
Marist College Poughkeepsie, NY (2009-2012)
   B.S. Computer Science | GPA: 4.0