

# STEFFEN SIMMONS

## Designer & Programmer

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## 📁 Relevant Experience

### Gameplay Programmer | Producer | Design Director | Build Master

August 2024 - [CURRENT]

#### WAKE - 1st Person Shooter, GODOT

- Built several varied systems, including dynamic weather and ballistics physics architecture using GODOT's Physics Server architecture
- Led 3 other programmers by creating & maintaining a development roadmap of project features
- Refactored the team's in-game agents to use behavior trees for scalability
- Automated game building & testing through the use of a Jenkins server

### Audio Programmer | Gameplay Programmer

August 2023 - April 2024

#### Mercy For Machines - 3rd Person Horror Game, Unreal

- Designed and built a suite of sound tools to integrate the gameplay with our designed sounds
- Worked closely with the team's audio producer to tailor my systems to his sound direction for character actions, area dynamics, and game scenes

### Technical Lead | Gameplay / Graphics / Physics Programmer

August 2022 - April 2023

#### Strike Back - 2D Fighting Game, Custom C++ Engine

- Led and managed a team of 5 programmers in writing a Custom C++ engine based on the specifications required by the team's design department
- Designed a custom OpenGL graphical pipeline to allow for modular use of custom shaders
- Discussed potential technical pitfalls with artists to avoid or solve them before they occurred
- Built a Runge-Kutta 4th order physics integrator and a custom collision-solver system

### Tools Programmer | Graphical Programmer

June 2018 - August 2019

#### Roots & Charms: Farming Magic! - 1st Person Farming, Unity

- Built an animation system for dynamically modifying animation layers during runtime and built a GUI in Unity for the team's artists & level designers to use efficiently
- Implemented many quality of life features to improve the tools as requested by the rest of the team

### Gameplay & Physics Programmer | Game Designer

March 2017 - October 2017

#### Rider Die - 3rd Person Combat Racing, Unity

- Developed a cohesive & custom ballistics physics model for realistically mapping gun projectiles through Unity's underlying physics API
- Prototyped car-movement mechanics, crafting systems, and various quality of life features in C# for the team's vehicle controller
- Balanced several systems based on player feedback and telemetry gathered from playtesting

### Level Designer

May 2016 - March 2017

#### Omegatech: Aspen's Story - Isometric Mech Combat, Unity

- Blocked out level surfaces for several level 'sub-scenes' that would be used to create larger dynamic levels
- Coordinated level objectives and development techniques with the rest of the team
- Composed level shots both for narrative and combat purposes
- Set-Dressed multiple scenes while working with the environment artists

## ★ Skills

Rapid Prototyping	Shader Programming	C / C# / C++ / Lua / Javascript	GIT / Perforce
Algorithm Analysis	Parallelization	GLSL	Nintendo Switch Development
System Design	Build Automation	GDScript / UE Blueprints	TortoiseSVN
Custom Engine Architecture	Team Management	Unity Custom Inspector Tools	Trello / Asana / Clickup / Notion
Tools Development	OpenGL	Behavior Trees	Interdisciplinary Communication
Version Control	Wwise Integration	Goal Oriented Action Planning	Task Prioritization

## 📁 Education

### Bachelor of Science: Computer Science & Game Design

Digipen Institute of Technology - April 2025

- Dean's List