STEFFEN SIMMONS

Gameplay Programmer

✉ dvnamis@protonmail.com　🌐 (817)658-6792　◉ www.dvnamis.games　◉ linkedin.com/steffen-simmons

💼 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.
- Built 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
- Built 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