Desmond Craft

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Relevant Coursework

- Realtime Programming
- Operating Systems
- Object Oriented Programming
- Systems Programming
- Algorithms
- Data Structures
- Computer Graphics
- Concepts of 3D Graphics and Math

Skills

- Unreal
- Unity
- Godot
- C / C++
- C#
- GDScript
- Selenium
- Django
- Maya
- Python
- JavaScript
- HTML / CSS

Projects

Autumn Game Jam | Delve   September 2022
- A 2D platformer with a pixel art style like *Celeste* and a deceptive theme made in Godot where the player is exploring an underground cavern they fell into.
- Worked with the programming team to build common user interface factors (title, pause, health, scores) in GDScript.
- Included player and user interface controls for gamepads and keyboards.
- Wrote music and included environmental audio.

Kricker Innovation Hub | Brain Rot   April 2022
- A cross compatible streaming service that allows for the creation of playlists with episodes from streaming services such as Hulu, Disney+, and Netflix.
- Wrote a program with Python utilizing a Selenium driver to interact with the Netflix API and direct the user to any episode found in Netflix's server.

September 2022

Realtime Programming | The Lich's Mansion
- A first-person shooter video game inspired off *Konami's Castlevania* initial installment written in Unreal using blueprints where the player explores and destroys enemy spawners to battle the boss and progress to the next level.
- Programmed functional level transitions between the title levels and gameplay levels.
- Enemy animations and AI implemented for each enemy type
- Ammunition auto firing and reloading feature implemented

Education

Shawnee State University | Portsmouth OH   Expected Graduation: May 2024
Bachelor of Science in Digital Simulation & Game Engineering Technologies

Awards

1st Placement at Kricker Innovation Hub   Location: Shawnee State University

Work Experience

Shawnee State | Math Tutor   August 2022 - Present
- Assist students with mathematical based questions and topics.

Shawnee State | Verizon Innovative Learning   May 2022 – July 2022
- Assisted children of middle school age in interacting with and using common technologies widely used in multiple industries.