

Damien Ostler

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Experience

Freelance Programmer/Developer

Freelance, High Point NC

03/01/2016 – 06/01/2017

I was creating and designing virtual home tours for virtual reality devices such as the Oculus and the HTC Vive. I worked on shaders to make things look photo realistic along with designed the levels with the provided models and furnished them. I created basic systems to be able to select house, and easily load them in. Was not a advanced project but worked well and gave the customer what they needed.

Freelance Programmer

Freelance, High Point NC

03/01/2016 – 06/01/2017

With this I was working on a project done in the game engine Unity3D. I was working with virtual reality to create a wave based zombie survival shooter game. I deployed complex game systems for things like points, shop, upgrading your base, and several other things. I cannot share the code due to a NDA and it was never released due to licensing issues with the asset packages and sounds that were used by the other project participants.

Freelance Programmer

Freelance, High Point NC

03/01/2016 – 06/01/2017

I no longer have contact with this client and cannot share any of my work. I can disclose some information on what I was working on though. I was working on a virtual reality project created in Unreal Engine. I deployed complex gameplay systems using a mix of C++ and the built in visual programming called blueprints. I did research and worked around the limitations of virtual reality, while deploying these systems. The game was a Trading Card Game completely made in virtual reality space, that was multiplayer. I implemented a majority of the virtual reality logic, and a few of the gameplay systems regarding the cards. We soon switched back to Unity3D where i worked with a programming convention in C# called Entity Component System. We made some pretty complex systems with this framework, and shortly after picking it up I was no longer employed and have no longer worked with it since.

Customer Support / Technical Support Representative

Freelance, High Point NC

06/01/2016 – 06/01/2017

I had a temporary contract under my freelance “company” with a server hosting company. My job was to provide support via live text chats and email for technical problems, along with billing and other support problems.

Skills

Social Media / Community Management

I have handled the management of many communities. I have run their forums along with social media, and user interaction systems. These communities were for fan based organizations for several different video games and other kinds of miscellaneous groups. I have a lot of experience with the community interaction aspect of this. The communities

that I were involved with consisted of 300-1000+ people depending.

Customer Support / Technical Support

I had a freelance contract where I answered tickets, calls, live chat, and emails providing billing support along with technical support for a service that provided website hosting and video game server hosting.

Word Processing & Typing

I am pretty familiar with most word processing software and other office products like excel and such. I can type at around 130-140 WPM with 90%+ accuracy, depending on what I am typing up, as in if it's being read to me or im .

Web Development

I am familiar with a few different web development tools. This includes some programming languages such as PHP, HTML, CSS, and even some JavaScript. I am familiar with WordPress and have the ability to quickly learn about other CMS and CRM systems.

Database Management/Relational Databases/ Data Modeling

I am familiar with basic scripting to help manage and maintain databases along with several different database systems, such as MongoDB, MySQL, and CloudDB. I am familiar with how to use and implement all of them. I have implemented relational databases for games to hold information about every player, and all the different information such as inventories, orders, friends, and all kinds of other data using relational tables.

Unity Engine (Unity3D)

I am familiar with the game engine called Unity3D. I am familiar with the programming language required, and all of the functionality that comes with Unity3D. I know how to use the level designing software to a extent but focus mostly on creating tools and basic gameplay systems.

Unreal Engine / Blueprints

I am familiar with this game engine, but only the shader graph and blueprints. I have mainly worked as a VR specialist and worked on systems for handling VR and VR interaction. I also created some pretty simplistic gameplay systems. I do not have enough to work in a professional gameplay scripter / programmer capacity, but I have decent knowledge about the game engine.

C# Programming & .NET Framework/ASP.Net Framework

I have been programming in C# for around three years now, and only been learning .NET Framework for maybe around one to one and a half years, reading books and such and learning more and more about how to go about using it. I have experience working with ASP.NET but only with MVC and Web API. I have used both in smaller independent projects and nothing in a professional capacity.

Attributes

I believe that I have a strong **willingness to work** until my job is done . I also have a very strong **willingness to learn** whatever I need to, in order to finish a job, and get what needs to be done, done. I love learning. I think that I am a pretty **great problem solver** on top of that and believe that my programming background proves and helps with that. I also am a **really good team player/worker**, and **cool headed**, takes a lot to get under my skin.

Education

General Education Degree

Guilford Technical Community College [High Point, NC]

May 15th 2018 - June 1st 2018

I dropped out of high school due to having my own freelance businesses at a younger age. I went to get my GED recently and completed it within a week after the mandatory one week orientation with no studying.

Communication I have quite a bit of experience of working with others and in a team environment. I work with other people and their teams to help streamline small app/game development. I believe this teamwork and problem solving experience would benefit me in almost any job.