David Bakaleinik – Gameplay Programmer

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Education

Champlain College | Burlington, VT   Anticipated Graduation May 2021
Pursuing a Bachelor of Science Degree in Game Programming
- Completed Courses Include: Game Technology 1&2, Data Structures and Algorithms, Graphics Programming, Game Architecture, Game Production 1,2 & Capstone,
- Dean's List, Fall 2017, Spring 2018, Fall 2019 & Fall 2020
- Member of Champlain Nerf Club, Fall 2018

Skills

Programming Languages
- C#
- C++
- Java

Game Engines
- Unity
- Unreal Engine 4

Foreign Languages:
- Russian – Fluent
- English – Fluent
- German – Basic

Other Proficiencies:
- Redmine-Pineapple
- Agile/Scrum Models
- Git & SVN

Relevant Work Experience

Fibrum | Moscow, Russia   September 2018 – December 2018
Remote QA Tester
- Assisted with Fibrum's new Desirium VR Platform QA using the Oculus Go headset
- Worked directly with the QA lead, to test various features of the platform and provide actionable feedback to improve the user experience; worked remotely from USA to complete weekly tasks

Volunteer Experience

International School of Zug and Luzern – Switzerland   May 2018 – June 2018
Alumni Volunteer
- Assisted AP Computer Science teacher with post-AP exam program consisting of three parts including learning Unity, various computer hardware, and Linux
- Helped students navigate computer hardware and take first steps in learning Unity game engine

Projects

Toybox Nightmare | Champlain College, Montreal, Quebec, Canada   January 2020 – May 2020
Lead Gameplay Programmer
- Single-player Third-Person shooter where you play as a 80s action hero toy overcoming enemies to reach the final boss
- Headed the creation of the player character and all associated systems in UE4
- Worked closely with designers to implement a flexible and expandable weapons and pickup system

SCORCH | Champlain College, Burlington, Vermont, USA [Remote]   January 2021 – May 2021
Gameplay Programmer
- Single-Player FPS set in a Black & White, noir-themed time period. Use the shadows to avoid enemies and gather clues to unravel the story

- Working closely with designers & artists to implement a set of tools and systems to aid development