

Dustin Halsey

Computer Programmer / Game Designer



Languages </>

- C#
- Javascript
- C++
- Java
- Python
- C

Software

- Unity 5
- Blender
- Photoshop
- Git

Skills

- Linear Algebra
- Trigonometry
- 3D Modeling
- Animation
- Leadership
- Problem Solving

Game Awards

UCSC Games Showcase 2019

Game: Wacktory

Grand Prize of "Best in Show"
Design Innovation Award Top 3
Peer Choice Award Top 3

FBLA Conferences 2015

"Computer Game & Simulation Programming"

Game: Virus Assault

1st place: State competition
5th place: National competition

About Me

While programming is my primary field of expertise, driven by an eagerness for logic based problem solving and a love for math, I am no stranger to the other necessary skills of game development including modeling, animation and sound. Through my work, I make it my mission to deliver high quality, meaningful experiences to others that I myself can be proud to share. Games are more than just an experience. They become a part of who you are.

Education

University of California, Santa Cruz 2019

BS - Honors in Computer Science: Computer Game design

Relevant Courses in: Computer Graphics, Game AI, 3D Modeling/Animation, Game Systems, Distributed Systems, Digital Audio, Mobile Applications

Notable Experience

Wacktory | November 2018 - September 2019

- Acted as Lead Programmer and Technical Artist for a team of 12, implementing and overseeing the production of core game systems
- Designed the game from the ground up, including early concepting, prototyping, core development, and polish
- Implemented functionality for VR interactions and mechanics
- Engaged in Agile development cycles and led weekly scrum sessions and meetings where we discussed critical design goals and challenges
- Developed shader systems from scratch that gives the game its cartoony feel

Project Butterfly - VR Research | August 2017 - March 2018

- Independently developed a rehabilitative VR Game for the HTC Vive using Unity and C#. The game provided real-time data on the performance of the user and served as a "rehabilitation" tool for people with physical limitations such as cerebral palsy
- Performed formative evaluations/user testing and conducted interviews for Project Butterfly with consenting disabled users
- Collaborated with multiple Graduate students to develop and test our Unity-based VR project

** See an expanded list of projects and experience at: dhalsey.github.io **

Work Experience

- Tech Associate - Target | Jul 2018 - Present
- Associate Manager - Regal Theatres | Dec 2016 - Nov 2017
- Floor Staff - Regal Theatres | Oct 2016 - Nov 2016

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