

Dustin Halsey





Languages </>

- Javascript
- Java
- Python

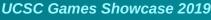
Software ~~~

- Unity 5
- Blender
- Photoshop
- Git

Skills II.

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

Game Awards



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 neccessary 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 - Current

- 🧝 Served 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 give 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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