DAMIAN ROUSE

damianr2000@hotmail.com
damianrouse.github.io

GAME DESIGNER & PROGRAMMER

Experience

5 years experience in working in multidisciplinary academic projects.
6 years of programming
- Primarily: C, C++, C#
- Secondarily: Batch, Python, OpenGL, HLSL, Python, MySql, Html/Css

Experienced with multiple Engines
- Unity, Unreal 5, Maya

Effecient with multiple Software
- Jupyter NoteBook, Visual Studio, TortoiseSVN, Brackets, Maya, GitHub

EDUCATION

DigiPen Institute of Technology *(September 2018 – April 2023)*
Bachelors of Science in Computer Science and Game Design

Academic Projects

Programmer, Technical Artist   August 2021 - August 2022
Dimensional Gears - 2.5D Puzzle Solving Platformer (Inspired by Fez)   Team of 9
Implemented box pickup and throw mechanic.
Created shaders to help differentiate depth in a 2D environment.
Debugged bottlenecks in frequently utilized code.
Created 2D to 3D transitions along with orbit controls along map.

Programmer, Technical Artist   August 2020 - April 2021
Grapple Labyrinth - 2D Platformer   Team of 7
Built rendering framework for custom engine (Shader, Mesh, Sprite).
Improved the collision detection for a smoother gameplay experience.
Worked alongside designers to explain the limitations of the engine and encorporate what was deemed necessary.

Programmer, **UI Designer, Technical Artist**   August 2022 - December 2022
Not Alone – 3D Horror Explorer   Team of 3
Created several shaders to improve how dynamic the light can be in Unity.
Formed efficient systems to track objectives and objects.
Built a controller supported menuing system.
Created task system to keep track of player tasks in progress along wih hints on how to complete each.