

DAMIAN ROUSE

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GAME DESIGNER & PROGRAMMER

Experience

5 years experience in working in multidisciplinary academic projects.

5 years of programming

- Primarily: C, C++, C#
- Secondly: Batch, Python, OpenGL, HLSL, Python

Experienced with multiple Engines

- Unity, Unreal 5, Maya

Efficient 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 incorporate 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 with hints on how to complete each.