DAVIN WAMBOGO
Game Designer & Gameplay Programmer

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EDUCATION

University of Maryland College Park

Bachelors of Science | Computer Science

Bachelors of Science | Immersive Media Design
- History and design of digital experiences, such as video games, VR, interactive installations, etc.

SKILLS

Game Design
Combat Design · Systems Design · Rapid Prototyping · Design Documents

Programming
C++ · C# · Unreal Blueprint · Shader & VFX Graph · CSS/HTML

Software

Game Engines
Unreal Engine · Unity

Engineering
Git · Rider · Visual Studio

Creative
Photoshop · Autodesk Maya · Blender · Illustrator

Professional
Excel · Trello · Miro · Slack

AWARDS

Capstone Representative | UMCP, 2025
- Represented the Immersive Media Design major at the university's annual Maryland Day.

Dean's List | UMCP, 2025 - 2023
- Recognized for academic excellence.

Most Fun | LMOB Game Jam, 2021
- Awarded for innovative level design and creative use of the theme.

Extra

Favorite Games
Monster Hunter • Horizon Zero Dawn • Xenoblade Chronicles • Sekiro

Hobbies
Basketball · Piano · Drawing · Reading

Summary

Hello! I am a Game Designer & Programmer with experience designing as a core programmer across 9+ game projects. Skilled in **Unreal Engine(C++, Blueprint) and Unity(C#),** with hands-on experience prototyping combat systems, traversal mechanics, UI implementations and designer friendly tools across **RPGs, action, and simulation games** found in my portfolio.

PROJECTS

Technical Designer - Unreal

Blades On Ice, *Sports Sim - Oct 2024 - May 2025*
- Engineered a flexible co-op input buffer system for motion inputs, enabling customizable skating elements and expressions.
- Developed **data-driven** quest, stat, and calendar systems using state machines and debug tools.

Lead Combat & Systems Design - Unity

Enja's Journey, *RPG - Oct 2023 - Dec 2023*
- Designed a turn-based combat system with active timing, heat/ignite mechanics, built with **modular RPG systems:** stat growths, gear bonuses, spell unlocking, status effects and enemy AI.
- Constructed the level layout, placing items and secrets, set up both **combat and story encounters** and interactions.

Game/Level Design & Programming - Unity

Got Steam, Punk?, Action Platformer – Sep 2021 - Nov 2021
- Designed a **hybrid movement system** combining a physics-based Grappling hook with precise kinetic controls for expressive traversal.
- Iterated on a large interconnected steamship environment to enhance flow, readability, and moment-to-moment gameplay.

RELEVANT COURSEWORK

Programming & Design

Games Programming - Fall 2023
- Learned about the **architecture of games,** mesh properties, collision, AI Agents, networking, and physics.

Computer Graphics - Spring 2024
- Implemented algorithms for mesh generation, texture mapping, camera projection, **physically based rendering,** and ray tracing.

Art

Immersive Virtual Environments - Spring 2024
- Modeled textured and lit **four scenes** both in Maya and in-engine.
- Made **a 2 minute long animation** with a self-made model of the Bionis from Xenoblade.