

DENNIS SLAVINSKY

GAME PROGRAMMER

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Skills

LANGUAGES

C#
Java
UE4 Visual Scripting
HLSL
JavaScript
Wolfram Code
SQL
HTML/CSS

DEVELOPER TOOLS

Visual Studio 2017
Unity 5.6
Unreal Engine 4.16
Github
MonoGame
Maya 2017
Photoshop

Projects

Multiplayer Arena - Unity 2.5D Online Platformer combat (Group of 3)

Sep 2017 to
Current

Role: Network Programmer

- Used low-level Unity transport API to coordinate information between server and player
- Built custom physics to allow x/y and z-plane movement similar to LittleBigPlanet
- Environmental interactions that cause rubble and pick-ups
- Used ragdoll for fun combat

Bullet Storm Survival - 2D Monogame Top Down Shooter (Group of 4)

Feb 2017 to May
2017

Role: Gameplay Programmer

- Crafted Bug Horde Behavior that circles the player around and retreats when threatened
- Pathfinding, which reacted to obstacle placement
- Graphics optimization during heavy explosion effects
- External level editor for creating personalized levels and sharing them between games using a .txt file

3D Landmass Generator for Unity (Personal, MAGIC Cre8-a-Thon)

Sep 2017

Role: Lead Project Developer

- Programmed generator using an advanced Perlin algorithm for realistic terrain
- Added extra noise and falloff maps for separating biomes and colors
- Instantiate foliage based on the biome
- Fully configurable with real-time changes
- Optimized the generated terrain by reducing the number of triangles on the mesh and added flat shading using HLSL

Employment

iD Tech

Instructor

Harvard University

May 2017 to Aug 2017

Taught Game Development using Unreal Engine, Maya and Photoshop to high schoolers (13-17). Solved programming problems in C++, C#, UE Visual Scripting language. Provided assistance to the Director and managed students on campus.

RIT School of Astronomy and PhysicsKate Gleason College of Engineering

Teaching Assistant

Sep 2016 to May 2017

Helped students with lab work, gave presentations for topic reinforcement and graded homework for calculus based physics course

Education

Rochester Institute of Technology

Bachelors of Science Game Design and Development 2019

GPA: 3.91, Dean's List: Fall 2016 – Fall 2017

Awards

Hero GameJam · 4th place with Honorable mention

May 2017

MAGIC Cre8-a-Thon · Best Graphics

Sep 2017