Dennis Slavinsky
Tools Programmer

Contact

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 DennisSSDev

Skills

LANGUAGES

C++
C#
C
JavaScript
UE4 Blueprints
Python
HTML/CSS

IDES/ENGINES

Visual Studio 2017
VS Code
Unreal Engine 4.20
Unity 2018
Godot
Maya 2017

JAVASCRIPT LIBRARIES/FRAMEWORKS

NodeJS
CreateJS
ThreeJS
ReactJS

SOURCE CONTROL

Github
Perforce
GitLab

Education

Rochester Institute of Technology
Bachelor of Science Game Design and Development Mar 2020
GPA: 3.9, Dean's List: Fall 2016 – Spring 2018

Employment

NBCUniversal   Orlando, Florida
VR/AR Software Engineer   12/17 - 05/18
- Developed AR experiences in collaboration with Sony WoW Studio
- Provided R&D solutions for modern-day VR apps using Unity, UE4, C++/C#/JS
- Developed networked VR game prototypes and patents for park attractions and game interactives
- Wrote professional documentation for the latest VR software plugins

iD Tech   Harvard University
Instructor   05/17 - 08/17
- Taught Gameplay programming and Design using Unreal Engine, Maya, and Photoshop
- Utilized C++, C#, and Blueprints for algorithmic and game problem-solving

School of Astronomy and Physics   RIT
Physics Teaching Assistant   09/16 - 05/17
- Provided extra assistance and graded homework for a calculus-based physics course

Projects

Janus Game (Team Project)   04/18 - Current
Role: Lead Combat and Tools Programmer   Resources: UE4, C++, Perforce
- Developed the CCC of the player
- Integrated a system for adjusting AI parameters and behavior on the fly
- Created the auto-targeting and combo systems
- Developed a responsive camera component for cinematic transitions
- Youtube videos: **https://goo.gl/GgwPBm**

AR Sony Projector Game (SXSW 2018)   12/17 - 03/18
Role: Lead Tools Developer   Resources: C++, JS
- Created a card game experience that was projected on the surface with real-time object tracking
- Optimized 2D assets for optimal performance using C++
- Developed the game's event system, allowing the AI to autonomously control the experience
- Video coverage: **https://goo.gl/1Zn4FL**

Hearthstone Web Game Engine   11/17 - 12/17
Role: Engine Programmer   Resources: JS, THREE.js, Python, Maya, Github
- Built a 3D web engine from the grounds up using open source material
- Created a script that converted popular 3D files into JSON
- Rebuilt Hearthstone loot mechanics into a 3D experience
- Live version: **https://goo.gl/RuzB9Y**

Awards

Hero Gamejam **-** **Honorable Mention**   05/17
https://www.herojam.io/

MAGIC Cre8-a-Thon **-** **Best Graphics Tool**   09/17
https://magic.rit.edu/?p=2499