

# DOMINICK TAMRAS

**Technical Game Designer**

## Skill Highlights

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- **Computer Programming:** C++, C#, Python
- **Adobe:** Illustrator, Photoshop, After Effects
- **3D Modeling:** Blender, Maya
- **Game Engines:** Unity, Unreal
- **Web Development:** CSS/HTML
- **Version Control:** Perforce, Github

## Education

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**University of Southern California**

*Bachelor of Arts in Interactive Media and Game Design, USC GAMES*

*Los Angeles, CA*

*Expected May 2022*

## Experience

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**Technical Game Designer – May 2021 – Present**

**Solar Cage (Unity)**

- Lead and collaborated with a group of 10 people of different disciplines to help create a game over the summer.
- Gameplay Programmer: designed and programmed an obstacle manager using event actions, wrote a position predicting aiming system for the A.I, and other general gameplay components.
- Technical Artist: used the Shader Node Graph to create shaders in game. Used VFX Graph for creating the particle effects in game. Used Unity's post processing effects for camera effects.

**Gameplay Designer – January 2021 – May 2021**

**O (Unity)**

- Designed the obstacles in the game along with the main gravity gun mechanic.
- Gameplay Programmer: programmed all the obstacles and created an obstacle tool that allowed us to create a variety of obstacles to iterate levels quickly.
- Technical Artist: programmed computer shaders and used the Shader Node Graph to create shaders in game, such as illusion walls and fractal visuals. Used VFX Graph for platform combining effect.

**Game Systems Designer – April 2021 – July 2021**

**USC METRANS Transportation Game (Unity)**

- Worked a paid job for USC METRANS to help create a kid's game that teaches about transportation.
- Gameplay Systems: programmed mini-games and game manager system to track progression.
- Game Design: Concepted the mini games for the project. Concepted dialogue system.

## Awards

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**Newbies and Vets Game Jam 2020 (Hosted by USC MEGA club)**

HIGHWAY HELL: <https://david-zheng.itch.io/highway-hell>

Our game won Best Overall for this jam: <https://games.usc.edu/news/newbies-and-vets-game-jam-winners-2020/>