Dustin Schimel

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 linkedin | github | website

EDUCATION

Bachelor of Science - Computer Science   **2024**

University of Utah   *Salt Lake City, UT*

SKILLS

Programming Languages	C#	Java	Python	C++
Technologies	Unity	Unreal	GitHub	Perforce	MySQL

RELEVANT EXPERIENCE

2DMMO   **Apr 2024 - Ongoing**

Solo Developer   *Personal Project*

- Working by myself to create a 2D platforming MMO game using Unity, C#, and GitHub.
- Implemented client-side prediction that allows players to get real time updates on movement inputs, while simultaneously confirming with the server if those movements are correct. Helps players with high ping.
- Built RPCs to keep everything in sync for each player. This includes things such as player/enemy animations, player/enemy locations, enemy status, and enemy drops.
- Added support for a wide variety of platforms, such as PC, WebGL, and mobile. All of which can connect and play together at the same time.

Minor Scale   **Aug 2022 - Apr 2023**

Gameplay & UI Engineer   *Salt Lake City, UT*

- Collaborated with a team in creating a Steam published rhythm/tower defense game using Unreal Engine.
- Built AI for enemies and created enemy wave systems that included tools to enable level and enemy design teams to work in-engine.
- Made fluid UIs using the UMG UI Designer for our main menu, pause menus, and in-game UI.
- Worked on rebindable controls, enabling wider acccess to more input devices such as controllers and handheld consoles like the Steam Deck.

You're Not Alone   **Feb 2022 - May 2022**

Gameplay Engineer   *Salt Lake City, UT*

- Worked with a small team to create a 2D platforming game using Unity, C#, and GitHub.
- Implemented main gameplay mechanics such as player movement and the npc dialogue system.
- Added support for controllers and playing the game in-browser using WebGL.

RELEVANT COURSES TAKEN

Computer Science	OOP	Software Practice	Algorithms	Databases	Computer Systems	Computer Graphics	AI
Math / Science	Linear Algebra	Physics for Engineers
Games	VR	Asset Pipeline	Traditional Game Development

WORK EXPERIENCE

Immersive Gamebox   **Jul 2023 - Present**

Supervisor   *Salt Lake City, UT*

- Help run educational programs that teach kids STEM concepts using VR-based technology.
- Oversee user experience from initial contact to fulfillment.
- Provide data analytics to make recommendations for improvements on process and experience.
- QA testing and development with Dev team to ensure the highest level of customer experience.

Doorworks   **Jun 2022 - Aug 2022**

Detailer   *Tempe, AZ*

- QA for all products internally produced.
- Efficient workflow process to help streamline production and finalize products.
- Developed a variety of skills to fix problems along the production line.

Beehive State Souvenirs   **May 2021 - Jul 2021**

Cashier   *Salt Lake City, UT*

- Managed all day-to-day interactions with customers.
- Inventory control of all products in store.
- Operated fully integrated POS.
- Various opening and closing details including, but not limited to accounting, sales, inventory, and security.