Franklin Douglass

Programmer

Franklin Douglass
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Summary

Bachelors in Computer Science. Game Developer & Programmer. XR Guide.

Education, Awards, and Skills

University of Baltimore B.S. / Game Design and Development (2021)
Fall 2017 - December 2021, Baltimore, Maryland

3.7 GPA; Dean's List; UB Challenge 2nd Place; Turner Award 2019;

3x Skillz Mobile Game eSports Champion

Technical Skills

Python, C#, Javascript, HTML, SQL & Database Design, Unity 2D/3D, VR/AR

Projects

Number Cruncher **-** Developed enemy AI using a finite state machine that tracks and reacts to the player in an Pac-man like arcade game. Built in Unity.

Mage Maze Madness **-** Established online multiplayer networking, gameplay abilities, collision and 3D physics, and built the scoreboard system and UI. Updated game with new features after original release. Built in Unity.

Impossible Dash **-** Solo project. Side scrolling platformer game. Level design, 2D physics, mobile game-like gameplay. Built in Unity.

Deadliest Dance - Implemented local multiplayer controls and main gameplay loop, and animation code. GitHub experience . Built in Unity.

Experience

Los Virtuality / Lead VR Expert
February 2023- present, Santa Monica, CA

Experience with HTC Vive and several generations of Meta/Oculus equipment. Responsible for troubleshooting, client relations, and training others.

Game Gym / Esports Coach
February 2022- January 2023, Potomac, MD

Teaching strategies and techniques to optimize performance. Helping students develop good habits and training techniques.

Tatum Games, LLC / Intern
December 2021- March 2022, Remote, CA

Collaborated with others; reviewed code; experience in GitHub. Implemented software into existing games; tested software while gathering data. Unity C#.