JADON DURAN

Game Developer

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Education

FULL SAIL UNIVERSITY

Bachelor of Science in Game Development. 3.93 GPA   Orlando, FL

June 4, 2021

Projects

GRAFFITI TOWER DEFENSE (Windows app game)

- Created a custom C++ engine with a game object system like Unity's and used DirectX 11 to render graphics with the GPU.
- Built an animation system in the custom engine that spherically interpolates between two keyframes and skins the meshes in a pixel shader.
- Constructed a UI system that draws images, text, and buttons onto the same raster target as the 3D objects.
- Developed the game over a course of 4 months with a SCRUM system for managing workload and meetings.
- Worked with a group of 5 developers and used GIT to manage version control.

NINE LIVES (WebGL Game)

- Programmed a 2D Unity game that has nine mini games that utilize different game mechanics in each one as a solo developer.
- Designed a cookie-clicker clone as one of the mini games, which contains similar upgrades that give the player currency over-time.
- Created an audio manager that allows sounds to be played at an instance with adjustable volumes, pitch, and sound files.
- Posted the game to a popular flash game website, Kongregate, where feedback was taken and used to add bug-fixes.

Skills & Interests

Technical: Experience with C++, C#, HLSL, Microsoft Visual Studio, Unity, Blender, and Photoshop.

Interests: Gameplay Programmer, UI Programmer, AI Programmer

Portfolio Website: https://jadonut.github.io/