Contact

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(LinkedIn)
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Top Skills

Computer Science
Mathematics
Game Design

Languages

Japanese (Limited Working)
Spanish (Elementary)
English (Native or Bilingual)

Honors-Awards

Winner of Hack For Savannah
1st Place Winner of TechFest 2018

D Everett Hinton

Lead VR Game Engineer at DMG
Beverly Hills

Summary

I'm a problem solver, and an artist at heart. I want to bring the creativity I get from my passions to solve tomorrow's problems with elegant solutions. 10+ years of development experience.

Experience

NexTech AR Solutions
Unreal Engine Developer
January 2021 - Present (1 month)

- Architect web-based MVP in UE4 for virtual events.
- Setup pixel streaming instance in AWS.
- UI design in UMG.
- Setup Node.js webservers to work with HTTPS, SSL certificates.

FCA Fiat Chrysler Automobiles
Senior Game Developer
November 2020 - January 2021 (3 months)
Sacramento County, California, United States

- Architected all interactable features for our car showcase and demo, intended for CES 2021.
- Used Unreal Engine 4 to deploy a web-based immersive experience in HTML5.
- Showcased the look and features of one of the new Jeep vehicles.
- Created an AR companion app for iOS and Android for a virtual tour of the car.

DMG Entertainment
Lead VR Game Engineer
July 2019 - November 2020 (1 year 5 months)
Beverly Hills, California

- Worked with Unreal Engine 4 and Unity to ship two LBE immersive VR titles set in the Transformers universe, with total responsibility for all engineering-aspects of the projects.

- Part of demanding and fast-paced communication between two teams on a global scale.
- Flew on-site to Shanghai, China; worked with artists, our Lead Creative, and my EP, to whip both hardware and software for our Family Entertainment Center into shape.
- Intensive and fast development cycles based around on-site Q&A, which eventually included the development and maintenance of a live service after soft-opening for our LBE site was approved.
- Developed mobile applications to assist live operators with operating of attractions.
- Business development and selecting of emerging technologies to use and develop for in LBE environment.
- Conversion of existing attractions over from one tracking platform/technology solution to another. OptiTrack, Vicon, SteamVR.
- Created a localized multiplayer implementation, including back-end server development.
- Development of new attractions, along with versions two and three of existing ones.

Unannounced Project
Lead Unity Developer
August 2018 - June 2019 (11 months)
Greater Los Angeles Area

- Utilized C# and Visual Studio to mock up, create, and test requested features from management.
- Ported a game to mobile; tested different control schemes for the player to find the most suitable one.
- A complete redesign of certain features for more flexibility, with immaculately documented code.
- Regular gameplay testing for management.
- UIX design, both for mobile, and PC versions.
- Gathering of player-feedback to implement into UX.

Divinity Servers
Chief Technology Officer
July 2014 - September 2018 (4 years 3 months)

- Worked with my partner to create PHP based schemes for shipping VPS instances to clients.
- Front and back-end management of control panels for game-servers;

- Handled e-commerce API systems for cloning and distributing server instances.
- Worked with clients to implement QoL features into game panels; PHP, JS, and HTML.
- Mentored a small team of customer service representatives.

Armstrong State University
Student Researcher
August 2017 - May 2018 (10 months)

- Worked with a team of researchers to create a cutting-edge primality-test algorithm.
- Extensively used Python to convert whiteboard mathematics into functional and beautiful code.
- Used a math library for Python, SAGE, for quick access to difficult mathematical processes.
- Constructed Elliptical curves over Finite Fields, worked backwards to find a discriminate.
- If the algorithm fails at any point, we know our number might be prime.

Novabox
Director & Lead Game Designer
October 2014 - December 2016 (2 years 3 months)

- Led a team of developers, designers, and managers, to ship our product to players.
- Complete UI redesign over existing framework; User-feedback based UX, heavy consideration into what felt natural and smooth to the player.
- Designed and created game levels, ranging from dirty cityscapes to winter forests.
- Used LUA as the main language, dozens of features designed.
- Deployed C++ to modify engine tool internals, allowing for more freedom for myself and my creators.
- Three finished shipped projects in total.

UserCS.COM
Lead Software Engineer
April 2015 - April 2016 (1 year 1 month)

- Deployed game servers for client, coding and debugging requested features.
- Used C++ to modify dedicated game server source code, to allow for more functionality.
- Fixed and redesigned certain features of LUA-based code.

- Utilized MySQL databases for storage of information while game servers were offline.
- Designed and created company websites using HTML, JS, CSS, and PHP.

Red-Skye
Senior Software Engineer
March 2015 - August 2015 (6 months)

- Provided guidance to a small team of software developers.
- Utilized AGILE methodology to complete assigned projects.
- LUA as a primary scripting language.

FreedomRP
Game Designer
January 2014 - October 2014 (10 months)

- Designed a custom weather feature using LUA.
- Worked on an AI system responsible for controlling NPCs, including tasks and schedulers.
- Utilized a dynamic pathfinding module as an alternative to default source-engine node-based pathfinding.
- Cooperated with a small team to ship end-project to players.

VortexRP
Software Engineer
January 2013 - January 2014 (1 year 1 month)

- Worked with a development team under a team lead to bring player-requested features to life.
- Utilized LUA to design core gameplay features;
- Managed server filesystem(s), deployment on both Linux and Windows platforms.
- Worked with MySQL libraries to store and access player-information across server-restarts.

Eclipse
Game Developer
December 2009 - January 2013 (3 years 2 months)

- Employed VB6 to add features to a 2D game development engine.
- .NET as a shipping platform, extensive usage of WPF and XAML to design UI elements, both for end-user and developer usage.
- 2D level design.

Education

University of Southern California

Bachelor of Applied Science - BASc, Physics & Computer Science · (2018 - 2019)

Armstrong State University

Associate of Science - AS, Engineering · (2016 - 2018)