

D. EVERETT HINTON

817 W 30th Street,
Los Angeles, CA
United States of America

Mobile 912.755.7989
dehinton@usc.edu
www.deveretthinton.com

DRIVE.

PERSISTENCE.

RESILIENCE.

"These are my mottos, and what I live by. I believe anything can be accomplished with enough persistence and hard work, no matter the task; as long as you're willing to put in the work—and I'm willing to put in the work."

As of June 3rd, 2019

www.deveretthinton.com

PROFESSIONAL, HIRED DEVELOPMENT EXPERIENCE;

Unannounced Project,
Lead Unity Developer,

2018 to 2019

- 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.

Armstrong State University,
Software & Mathematics Researcher,

2017 to 2018

- 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.

UserCS.COM,
Lead Software Engineer

2015 to 2016

- 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.

Divinity Servers,
CTO,

2014 to 2018

- 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.

Red-Skye, 2015 to 2015
Senior Software Engineer,
- Provided guidance to a small team of software developers.
- Utilized AGILE methodology to complete assigned projects.
- LUA as a primary scripting language.

Novabox, 2014 to 2016
Director, Lead Game Designer
- 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.

FreedomRP, 2014 to 2014
Game Design,
- 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, 2013 to 2014
Software Engineer,
- 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, 2009 to 2013
Game Developer
- 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.