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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 March 6th, 2018

www.deveretthinton.com

PROFESSIONAL EXPERIENCE;

Divinity Servers,
Owner & Director,
Developer

www.divinityservers.com

2014 to Present

Formerly known as SNServers, Donald created this hosting startup with his business partner, Zachary Johnson; Donald provided the initial investment for the company, now owning 50% shares; he continues to actively serve it in the management of dedicated machines, advertisement, website construction and maintenance (including working with functioning PHP based APIs and systems), funds management, customer support, and more. This, with the help of his partner and several other members, allows Divinity Servers to rent out high quality, and cheap:

- Dedicated Servers
- Virtual Servers
- Game Servers
- Voice Servers
- And more!

Freelancer,
Customer Relations,
Computer Science

2013 to 2017

Beginning at the ripe age of 13, Donald has knowledge in several programming languages, ranging from Java, to PHP, to JavaScript, LUA, and even dabbles in C# and C++; with the ability to learn new ones on the spot (most languages are the same, aside from small differences in syntax, and with a bit of research...); He has used this ability to build an extensive clientele base, who come to him for (paid) jobs varying from game and server development, level design, or even website design and construction.

PROFESSIONAL EXPERIENCE CONT;

Viterbi School of Engineering,
University of Southern California,
Network and Camera Operator

2018 to Present

Operating the camera control systems for the school's graduate level engineering courses is a simple, yet knowledgeable job. Some days, Donald works not just the cameras, but also uses the school's pipeline to upload and manage the online lecture videos on D2L.

DEVELOPMENT BACKGROUND;

Eclipse,
2D Development,
MMORPG Development

2009 to 2013

The first of Donald's experiences with computer science began with Visual Basic 6, and a 2D MMORPG engine known as Eclipse. Through this, he first began experimenting with programming, level design (albeit 2D and sprite-based), and even community management and direction.

Source Engine,
3D Development,
C++ Coding,
Level Design

2013 to Present

Wanting to move on to 3D development and the process behind that, Donald struggled for months to find an easy to use 3D engine to suit his needs; he ended up settling on the Source Engine, and from that point on, started experimenting with the level editor Source used, Hammer; which would later translate into work into Garrysmud (a fork from Source).

Unity & Unreal Engine,
3D Development,
Coding & Workflow,
Level Design

2013 to Present

Continuing with this drive to work in 3D; although never producing a product worthy of a portfolio, Donald has months of tinkering with both Unity and Unreal Engine 3 and 4; recently getting into Unreal Engine again to experiment with virtual reality, specifically new algorithms for better locomotion methods.

Garrysmud,
3D Development,
Game Development,
Server Management,
Level Design and Publishing

2013 to Present

The dive into Garrysmud, a fork (or version) of the Source Engine with an easier-to-use programming language, with object-oriented code and a bunch of useful functions that made coding in a 3D space much easier. These facts stemmed off into Donald publishing several gamemode projects, including but not limited to:

- Novabox HL2RP
- Condemned
- Several other small, or for hire, projects.

Not only were these development projects published (either on [his GitHub](#) or [his Facepunch](#) account), but they also had dozens of levels (maps) created to go along with them; even going as far as to develop models and other items for these complicated 'gamemodes' (essentially small games coded to run in Garrysmud); you can see many of these projects published [here, on his Steam Workshop account](#). See for yourself! There are too many to list here!

COMMUNITY BACKGROUND;

Freedom Roleplay,
Community Direction,
Game Development,
Staff Employment,
Application Management

2013 to 2014

Based in the Garrysmod engine, a popular category of gamemodes was “serious roleplay”, similar to the tabletop roleplaying Dungeons and Dragons—except in a 3D world coded by developers and created by level designers; with any universe you could imagine. This enthralled Donald, and he set out to create a small and fun server; he coded out his software, hired his staff, and had fun for a few months before it was shut down.

Novabox,
Community Direction,
Game Development,
Level Design,
Staff Employment,
www.novabox.org

2014 to Present

Determined to create a better roleplaying community in Garrysmod; Donald set out to create a near completely original and new server; and that he did. Months upon months, and eventually years of work went into some of the gamemodes Novabox released, including several original levels (maps), and new, fun, radical ideas that left a mark on the community as a whole—going as far as to amass over **one thousand members** at its’ peak. Donald acted (usually, to some exception) as the sole contributor towards coding for the server, whether that meant programming the game itself, or designing and creating the levels used—even creating the website. Instead of hiring others to do the work for him, he learned how to do it all himself, and through dedicated work, and tons of time, created something that is still in function today. However, this would not be possible without the help of all of the staff members (especially one co-director, a Ben Pettit) hired over the years to help manage the community (and its’ members), something that cannot be easily done alone. Now, Novabox sits, and waits for the next gamemode to be released; whilst its creator sits in a hiatus, waiting for the opportune time to release a nearly-finished gamemode.

Overvoice,
Community Direction,
Voice Acting,
Event Management,
Staff Employment

2017 to Present

Overvoice is a small Discord-based voice acting community. Originally starting as a coalition meeting place for Overwatch impersonators, it has quickly become a hub for voice actors, singers, and even cosplayers— both big and small, boasting over 350 members; Donald created this community and continues to nurture it through fun, quirky activities; and a chill moderation style, allowing for freedom of speech and fun rather than being constrictive.

MEDIA WORK;

Special Effects and Video Editing,

2012 to Present

*Adobe Photoshop,
Adobe After Effects,
Sony Vegas,
3D/2D Tracking*

Ever since Donald got his hands on a camcorder, he has been working with special effects in Adobe After Effects; finding every excuse to use those skills to create silly home videos, or get better grades in school by presenting a well-made video for use in a project; Not just restricted to video editing itself (post-production and the whatnot), Donald has extensive experience with 3D and 2D tracking in video, along with implementing that with 3D models, among other things. Finally, he also has extensive experience in Photoshop (and the like), using it to create logos, a serious picture, memes or other funny scenarios, and other images too (whether for profile pictures on a forum, or a cool signature image to publish online)!

YouTube,

2013 to Present

*Video Editing,
Writing or Standup,
Post-Production,
Sound Editing*

Donald has two YouTube channels. One, boasting his [extensive development work-- Dino10or](#); and the other, [Dremekeks, a](#) rather new, but quickly growing (with over one thousands subscribers after two months) YouTube channel, showcasing several comedy videos, the primary focus being voice-acting related; which ties into the community he runs, Overvoice. However, a good portion of these videos are simple comedy based videos (albeit some are not safe for work).

Soundcloud

2016 to Present

*Writing or Standup,
Voice Acting,
Singing,
Sound Editing*

Although small, Donald does [have a Soundcloud](#) in which assorted things are posted, ranging from comedic moments or sound clips from assorted communities, satirical songs, to voice acting reels of assorted characters.

ACADEMIC WORK;

H.V. Jenkins Engineering Program,
High School,
Student

2013 to 2018

Robotics being something Donald was encaptivated by from a young age-- an engineering program seemed like the next logical step. He was engaged with the program for 2 years before heading on to attend early college.

FIRST Robotics,
Team 4301,
H.V. Jenkins Engineering Program

2013 to 2015

Whilst with the H.V. Jenkins Engineering Program, Donald was one of the only freshman to join the school's FIRST Robotics team—and under the guidance of Thomas Maty and the rest of Team 4301, was able to first handedly learn the process behind brainstorming, designing, and building a robot; before then sending that robot off to compete.

Early College,
MOWR,
Armstrong State University

2016 to 2018

Halfway through Donald's sophomore year, he was uprooted from his engineering program (due to dire family circumstances that had him have to move away at a moment's notice; although he was still determined to find himself a better education, not satisfied with what was being offered where he was. The desire to attend early college through Georgia's amazing MOWR program was still there, and through hard work and dedication (and the help of some amazing people down in GA), he was able to come down and attend Armstrong State University full time; to which he continues to do to this day.

Undergraduate Research,
Elliptical Curves,
Hilbert Class Polynomials,
Dr. Duc Huynh,
Armstrong State University

2017 to 2018

In finding a true love for Mathematics, through first-hand having Dr. Duc Huynh as an amazing professor—and the recommendation of like-minded close friends—Donald decided to attend a cutting-edge undergraduate research class the professor was offering; being the first of its kind—and the concepts being encaptivating—he jumped on it; He is now learning many of the key, forefront mathematical concepts behind encryption, finding the square root, prime tests—that industry vanguards are using in their baseline-level programs today.

ACADEMIC WORK CONT;

Physics & Computer Science Undergraduate,
University of Southern California,
Student

2018 to Present

Donald is currently in his freshman year at the University of Southern California, studying as an undergraduate student towards his bachelor's degree; with the goal to eventually start a firm of some sort after graduation, using research and engineering projects created during his time there as a basis for funding, if possible.

LOCAL COMMUNITY;

Food Drive,
Unitarian Universalist Church of Savannah

2006 to 2017

The Unitarian Universalist Church of Savannah, a community that teaches freedom of religion and speech; also, coincidentally, every first Sunday of the month, conducts an event in which sandwiches, soup, and other food items are made for the homeless shelter (and other food drives); Donald has been doing this ever since a very young age, only recently being unable to attend any longer.

Winner of Hack for Savannah,
Most Turn-Key Project,
Urban Resiliency,
Disaster Response,
Hackathon

2013 to 2015

Hack for Savannah 2017 was an Open Savannah event in partnership with CMEA to mark Code for America's annual National Day of Civic Hacking. The purpose of this event was to come up with technical solutions for 'Urban Resiliency and Disaster Response'; specifically, in reference for before, during, and after hurricanes and other storms affect the Savannah area; Working alone—in contrast to others, as most were formed into groups of four or more—Donald won a prize for the most turn-key project; showcasing an easy-to-use repository of information, paired with an extensive, crowd-based, statistically grounded reporting feature (for hazards, status of commercial businesses, etc.);

1st Place Winner of Techfest,
Radial Locomotion,
Technology & Computer Science,
Colloquium

2018 to 2018

During my early college years (attending college early instead of high school), I attended an ACM contest and presented my research on a new locomotion technique for virtual reality dubbed "Radial Locomotion" and achieved first place. This new technique used multi-variable calculus and an assortment of other concepts to allow for infinite movement space in VR without any extra equipment required, converting linear motion to radial motion.

HOBBIES;

Piano,
Instrumental Music

2009 to Present

Donald was introduced to piano at a young age, and has recently begun to take an even bigger interest in it in the recent months; mostly self-taught, aside from help from the occasional inclined friend; Donald mostly plays by ear, and often in conjunction with singing or other instruments.

Guitar,
Instrumental Music

2016 to Present

Although Donald only picked up a guitar a few months ago; according to others, he has rapidly progressed to an astounding level. This level of progression was only possible through consistent practice—hours of work, almost daily, put in towards learning guitar and it's nuances; The fact that's much easier to pick up new songs and scales has turned this into Donald's go-to musical instrument; quick and easy to go along with any form of singing.

Singing,
Vocal Music

2009 to Present

Singing has been something Donald has been interested in since a young age; but as with guitar, it's been something that only recently has been honed into a finer blade—by practicing daily, with different methods, and learning a plethora of songs. Singing (usually with an instrument) is Donald's go-to activity for relaxation and fun.

Voice Acting,
Impersonations,
Other Voices

2017 to Present

Voice acting has a symmetrical relationship with singing; by improving one, you improve the other, as they both use the same set of muscles. Akin to the drive felt to learning guitar, Donald quickly over the past three months has honed his range of voices he is able to do—and the accuracy he is able to do them to; so much so that a small online following has begun to grow around it. Voice acting is a fun activity to do; not only to make others laugh or enjoy themselves in casual environments, but to do for professional or non-professional projects.

Circuitry,
Soldering,
Robotics

2008 to Present

Since Donald was first given a snap-circuitry kit at a young age from his uncle, he has been interested in circuits: how they work, what can you do with them, and constructing things using that knowledge. Deconstructing and sometimes repairing household appliances quickly turned into learning how to create circuitry through soldering and other kits (with many trips to RadioShack); finally evolving into the use of things like the Raspberry Pi, or Arduino: to bring more complicated ideas from the brain to your hands.