



# D. Everett Hinton

Gaming Engineer — 10 years of experience



## MISSION

Being a problem solver, and an artist at heart, I want to put smiles on people's faces, bringing *my* creativity in to solve tomorrow's problems.



## CONTACT



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## SKILLS

C++	Python
VR	C#
HTML	CSS
Javascript	Web Design
PHP	gLua
Mathematics	Robotics
Level Design	UIX Design

Unreal Engine 4  
Source Engine  
Unity  
Live Motion Capture  
Digital Media Design



## LANGUAGE



**English**  
Mother Language



**Japanese**  
Limited proficiency



## PROJECTS

### Lead VR Game Engineer

2019—Present

*Shipping two location-based VR experiences for the Transformers IPO.*

- Total responsibility for all engineering aspects, including hardware.
- Worked with a global team to ship both Unreal and Unity projects.
- Intensive on-site Q&A, development maintenance of live services.

### Lead Unity Developer

2018—2019

*Working to ship a preliminary title for an unannounced project.*

- Utilized C# & VS to mock up & create features for lead creative.
- Ported entire Unity project to mobile, designed mobile UIX.
- Redesign of entire gameplay features for more dynamic flexibility.

### HTC Vive - Radial Locomotion

2017—2018

*An award winning project that allows for infinite motion in VR.*

- Constructed and design with Unreal Engine 4 in mind.
- Whiteboard mathematics into game-ready code.
- Public playtesting for end-consumer feedback.



## EDUCATION

### University of Southern California

2018—2019

*Physics & Computer Science undergraduate student at USC.*

- First generation college student.
- Research on computational solutions to the 3-body problem.
- Presently on leave-of-absence to continue my engineering career.



## RECOGNITION & AWARDS

### Winner of Hack for Savannah

2017

*A group hackathon for improving post-hurricane city resilience.*

### 1st Place Winner of TechFest 2018

2018

*An ACM competition for both graduate and undergraduate students.*



## STATEMENT

Since I was a child I have had a fascination with video games; how they worked, why they existed, and how I could make one? This kick started my entrance into the world of programming. However, after coding for *ten* years, I've realized my goal is a bit more ambitious; space. Being a firm believer that humans will shortly enter space, and knowing the crop of new problems that will arise, my dream is create a QoL solutions firm that will be two steps ahead of all these issues. The future is my passion.