



Over 10+ years of experience

D Everett Hinton

Senior Full Stack Engineer
& Pilot

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Please visit my website!

MISSION STATEMENT

First of all, kudos for reading this. Most people would glance at a wall of text and gloss over it. I'm Everett, a results-driven professional with 10+ years of full-stack experience across enterprise, film & VFX, & games— I excel at turning cross-disciplinary, ambitious ideas into reality and ensuring projects cross the finish line. Once described as 'a one man wrecking crew' by an EP, when I'm not shipping features, I'm in the hangar building planes or in the cockpit flying—bringing the same discipline and passion to the skies as I do to my work.

EDUCATION

University of Southern California 2018 - 2019
BASc, Physics & Computer Science

At USC, I dual majored as part of both USC Dornsife and USC Viterbi, further building on my foundation in computer science, mathematics, engineering, and interdisciplinary studies.

Armstrong State University 2016 - 2018
AS, Engineering

I studied here for two years towards an AS degree, and despite my major being Engineering, I took a particular interest in Mathematics, in which I attended conferences for. Here, I also attended ACM.

LANGUAGE



English
Native Speaker



Japanese
Limited proficiency



Spanish
Elementary



Programming
Native Speaker

SKILLS

C, C++, and C#

React (JS), Flutter (Dart)

Node.js, TypeScript

Full Stack Development

ML & Python, TensorFlow

Synthetic Data Pipelines

Unreal Engine 4 and 5

Unity and Source Engine

Game Development

Virtual Reality (XR)

Multiplatform Mobile Apps

UI Development

RECENT WORK

Senior Software Engineer 2023 - xxxx
Skydance Interactive

- Implemented full-stack UIs for Behemoth, and an announced title.
- Created VR gameplay features in UE5 & C++ for Oculus Quest.
- Design and deploy server backends, multiplayer, and data sync.

Senior Full Stack Engineer 2022 - 2023
Black Box VR

- Back-end microservice migration to AWS lambdas with JS & TS.
- Full-stack mobile app dev, API integration, and system scaling.
- Unity dev for integrated hardware-software VR gym app in C#.

Senior Pipeline Engineer 2021 - 2022
Netflix - Scanline VFX

- Addressed cross-disciplinary needs across production pipeline.
- Led development of UE SDK, integrating C++/Python/JS systems.
- Spearheaded data pipelines and tooling to supercharge ML models.

Software Engineering Lead 2019 - 2021
DMG Entertainment

- Shipped 3 VR experiences at our Transformers LBE in Shanghai.
- Integrated immersive hardware/software with Unreal and Unity.
- Built full-stacks apps for admissions, experience, and operations.

Contracted Engineer 2009 - xxxx
Developer-for-hire

Recent contracts: Fiat Chrysler Jeep, NexTech AR Solutions

From working with big companies on game, mobile, or web apps, to smaller, indie development, the code mercenary does it all.

See CV for full employment history.. there is much more!

RESEARCH

Radial Locomotion Apr 2018
1st Place Winner of ACM AASU TechFest

An award winning project that allows for infinite locomotion in virtual reality. Constructed and designed with UE4, I whiteboarded mathematical concepts, and brought them into game-ready code.

Undergraduate Research 2017 - 2018
Armstrong State University

Working with Professor Nguyen at the Mathematics department, along with a myriad of other cohorts, I helped to construct a probable-primalty test in Python and SAGE using elliptical curves.