



Over 10 years of experience

D Everett Hinton

Lead Gaming Engineer

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MISSION STATEMENT

First of all, kudos for reading this. My guess is most people would glance at a wall of text and be intimidated. If I'm being honest, I wanted to keep my statement short and sweet, but due to the layout I created, large, short text would look ridiculous. So here we are. Anywho, I get stuff done. I'm an engineer kept sane by art, and I want to bring the creativity I get from my passions to solve tomorrow's problems with elegant solutions. Probably the best compliment I've received is from an EP who called me "a one man wrecking crew."



EDUCATION

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

Pursuing both job opportunities and my interests, I moved out to LA to attend USC. Unfortunately, due to both financial strain and time constraints with work, I put myself on leave of absence TBD.

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#	Unreal Engine 4
PHP, JS, and HTML5	Unity and Source Engine
Web Development	Game Development
Mathematics and Python	Virtual Reality (XR)
Project Management	Multiplatform Mobile Apps
Team Construction	Motion Capture Systems



RECENT WORK

Lead VR Game Engineer 2019 - xxxx
DMG Entertainment

Shipped 3 projects in UE4 and Unity to our VR center in Shanghai, both HW & SW stacks, including mobile apps for attraction management. Lots of fast paced, global communication & focus.

Lead Unity Developer 2018 - 2019
Stealth Startup

Working with a startup out of USC, I brought a part visual-novel part-game based around the Bible from PC to the iOS platform using Unity; creating control schemes, gameplay elements, etc.

Chief Technology Officer 2014 - 2018
Divinity Servers

Working with my partner, we created PHP and JS based schemes for deploying Linux and Windows servers to our clients; including front and backend, management panels, e-commerce, etc.

Lead Game Developer 2014 - 2016
Novabox

Led a team of developers, designers, and community managers to ship our Source-engine based game products to players, with three completed projects total. UX work, gameplay, level design.

Contract Developer/Engineer 2009 - xxxx
Self-Employed

Ranging from projects with Jeep, to smaller development work for indie companies or friends, I've taken up developer positions with dozens of types of projects, from games to web apps, and so on.



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-primality test in Python and SAGE using elliptical curves.