



D. Everett Hinton

Gaming Engineer — 10 years of experience



PROJECTS

Source Engine - Level Design

2012—Present

Years of level design in Valve's Hammer Editor.

- Pipeline experience of game world shipping at every step.
- Community feed back to produce a more beautiful end-result.
- Advanced usage of tools to push an engine to its' limits.

HTC Vive - Radial Locomotion

2017—2018

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

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

Garrysmod - Game Design & Shipping

2013—Present

Developing and shipping for-community gamemodes.

- Server-side and client-side front and back-end programming.
- UIX design and creation for unique and easy to use mechanics.
- Object-oriented entity based scripting. i.e. AI, particles, weapons.



EDUCATION

University of Southern California

2018—Present

Physics & Computer Science undergraduate student at USC.

- First generation college student.
- Research on computational solutions to the 3-body problem.
- Network operator for the school of engineering.



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.



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

Unreal Engine 4

Source Engine

Unity

Digital Media Design

Community Leadership



LANGUAGE



English
Mother Language



Japanese
Limited proficiency