



Over 10+ years of experience

D Everett Hinton

Senior Software Engineer & Pilot

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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 experience across enterprise solutions, 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 a part of both USC Dornsife and USC Viterbi. I enjoyed my study here, although unfortunately due to both finances and time constraints with work, I am on leave of absence.

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#

PHP, JS, and HTML5

Web Development

Mathematics and Python

Project Management

Synthetic Data

Unreal Engine 4 and 5

Unity and Source Engine

Game Development

Virtual Reality (XR)

Multiplatform Mobile Apps

Motion Capture Systems

RECENT WORK

Senior Software Engineer 2023 - xxxx
Skydance Interactive

- Implement VR gameplay features in UE5 & C++ for Oculus Quest.
- Led multiplayer, server backend, and serialization initiatives.
- Shipped Beta for Behemoth and Vertical Slice for unannounced title.

Senior Backend Engineer 2022 - 2023
Black Box VR

- Unity dev for integrated hardware-software VR gym app in C#.
- Back-end microservice migration to AWS lambdas with JS & TS.
- Mobile app development, middleware API systems, etc.

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 UE synthetic data initiative to supercharge ML models.

Lead VR Engineer 2019 - 2021
DMG Entertainment

- Shipped 3 VR experiences at our Transformers LBE in Shanghai.
- Integrated immersive hardware/software with Unreal and Unity.
- Technically led all projects, with direct responsibility for timelines.

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-primality test in Python and SAGE using elliptical curves.

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Summary

I'm a problem solver, and an artist at heart. I want to bring the creativity I get from my passions to solve tomorrow's problems with elegant solutions.

10+ years of development experience. Instrument-rated private pilot pursuing my CPL ~250hrs TT

Experience



Senior Software Engineer

Skydance Interactive

Apr 2023 - Present (1 year 1 month)

- Played a pivotal role in UE5 & C++ VR development for the Oculus Quest, contributing to the successful launch of the beta for Behemoth and the shipping of our vertical slice for an unannounced title.
- Led the design and implementation of multiplayer VR systems, replication, complex serialization systems, etc.
- Created back-end server deployment systems, matchmaking systems with AWS, Java, JS



Senior Backend Engineer

Black Box VR

Jul 2022 - Apr 2023 (10 months)

- Leveraged C# for Unity development for our VR location-based virtual reality gym chain.
- Integrated software features and gameplay mechanics with a hardware-based dynamic resistance machine.
- With tight deadlines, successfully migrated back-end microservice systems to AWS serverless lambda functions with JS and TS.
- Designed and implemented a multitude of XR gameplay features.



Senior VFX Pipeline Engineer

Netflix

Feb 2021 - Jul 2022 (1 year 6 months)

- Worked with cross-disciplinary teams as a part of Scanline VFX, to address critical areas of need in our virtual production VFX pipeline.
- Directed and implemented the leveraging of Unreal Engine to produce mass amounts of synthetic data, thereby supercharging the refinement of our in-house machine learning models.
- Drove and architected the development of custom Unreal Engine integrations and tools for in-house systems; from conceptualization, to planning, execution, and shipping.
- Successfully worked across an array of large, complicated systems integrated into each other, both hardware and software: C++, Python, C#, JS, etc.
- Created easy-to-use documentation, and provided support to end-users, including conducting training for producers and artists.

- Deep Unreal Engine integrations and tooling. Ripped apart low-level C++ engine code 20 times and back, down to its very core in some cases.



Lead Unreal Architect

Nextech3D.AI

Jan 2021 - Feb 2021 (2 months)

- Architected and developed a web-based virtual event experience powered by Unreal Engine.
- Deployed pixel streaming instances in AWS, allowing us to render high-fidelity 3D graphics and stream them to our end-clients on the web.
- UI design in UMG and Photoshop.
- Setup Node.js webserver to work with HTTPS, SSL certificates.
- Crafted bespoke levels in UE4 tailored to meet client specifications, leveraging graphic design expertise alongside UE4's material editor proficiency to develop high-quality assets.
- Handled model processing in Blender for seamless integration with Unreal Engine, while also creating accompanying materials.



Senior Game Developer

FCA Fiat Chrysler Automobiles

Nov 2020 - Jan 2021 (3 months)

- Architected all interactable features for our car showcase and demo, intended for CES 2021.
- Used Unreal Engine 4 to deploy a web-based immersive experience in HTML5.
- Showcased the look and features of one of the new Jeep vehicles.
- Created an AR companion app for iOS and Android for a virtual tour of the car.



Lead VR Engineer

DMG Entertainment

Jul 2019 - Nov 2020 (1 year 5 months)

- Led the development efforts of two Location-Based Entertainment immersive VR titles set in the Transformers universe, overseeing all engineering aspects of both projects, in Unreal Engine and Unity respectively.
- Part of demanding and fast-paced communication between two teams on a global scale.
- Traveled to Shanghai, China to help lead the collaborative creation and refinement of hardware and software components for our FEC, working closely with the executive and creative teams.
- Implemented rigorous and rapid development cycles centered on on-site quality assurance, culminating in the establishment and upkeep of a live service following the opening of our site.
- Developed mobile applications to assist live operators with operating of attractions.
- Pioneered technical business development, including selected emerging technologies to use for development.
- Conversion of existing attractions over from one tracking platform/technology solution to another. OptiTrack, Vicon, SteamVR.
- Created a localized multiplayer implementation, including back-end server development.



Lead Unity Developer

USC Games

Aug 2018 - Jun 2019 (11 months)

- Utilized Unity, C# and Visual Studio to prototype, develop, and rigorously test gameplay features.

- Orchestrated the successful porting of a PC Unity title to mobile platforms, conducting extensive user testing to optimize player control schemes.
- Executed a comprehensive overhaul of select features to enhance flexibility, meticulously documenting all code modifications.
- Regularly conducted gameplay testing sessions to provide insightful feedback to management.
- Designed intuitive user interfaces and experiences (UIX) for both mobile and PC iterations, incorporating player feedback to continuously refine the user experience.

Co-Founder

Divinity Servers

Jul 2014 - Sep 2018 (4 years 3 months)

- Co-founded a small startup, developing PHP-based architectures for dynamically provisioning VPS instances tailored to client needs.
- Managed front-end and back-end control panels for game servers.
- Oversaw e-commerce API systems for server instance cloning and distribution.
- Implemented client-requested quality-of-life features into game panels using PHP, JavaScript, and HTML.
- Mentored a small team of customer service representatives.



Student Researcher

Armstrong State University

Aug 2017 - May 2018 (10 months)

- Worked with a team of researchers to create a cutting-edge primality-test algorithm.
- Extensively used Python to convert whiteboard mathematics into functional and beautiful code.
- Leveraged Python and the math library SAGE to quickly and efficiently implement difficult mathematical processes.
- Constructed Elliptical curves over Finite Fields, worked backwards to find a discriminant.
- If the algorithm fails at any point, we know our number might be prime.

Game Development Lead

Novabox

Oct 2014 - Dec 2016 (2 years 3 months)

- Spearheaded a cross-functional team to successfully launch three projects, orchestrating UI redesigns based on user feedback.
- Designed and developed diverse game levels, showcasing environments from urban landscapes to winter forests.
- Leveraged LUA for feature-rich implementations and C++ for engine tool modifications, enhancing creative freedom and project efficiency.

Lead Software Engineer

UserCS.COM

Apr 2015 - Apr 2016 (1 year 1 month)

- Developed game servers for clients, coding and debugging requested features to ensure smooth functionality.
- Modified dedicated game server source code using C++, expanding functionality and improving performance.

- Refactored features within LUA-based code to enhance efficiency and effectiveness.
- Managed MySQL databases to store information during game server downtime, ensuring data integrity and accessibility.
- Designed and built company websites using HTML, JavaScript, CSS, and PHP.

Senior Software Engineer

Red-Skye

Mar 2015 - Aug 2015 (6 months)

- Offered leadership and mentorship to a compact team of software developers.
- Implemented AGILE methodology to efficiently execute assigned projects, ensuring adherence to timelines and quality standards.
- Leveraged LUA as the primary scripting language, enabling streamlined development processes and robust code execution.

Game Designer

FreedomRP

Jan 2014 - Oct 2014 (10 months)

- Engineered a custom weather feature utilizing LUA scripting for enhanced realism and immersion.
- Developed an advanced AI system to govern NPC behavior, encompassing task management and scheduling.
- Implemented a dynamic pathfinding module as an efficient alternative to default source-engine node-based pathfinding, optimizing navigation pathways.
- Collaborated with a diverse team to successfully ship our project to players, ensuring a polished and engaging gaming experience.

Software Engineer

VortexRP

Jan 2013 - Jan 2014 (1 year 1 month)

- Collaborated in a dynamic development team, implementing player-requested features under a team lead's guidance.
- Utilized LUA for core gameplay feature design.
- Managed server filesystems and deployment on Linux and Windows platforms.
- Implemented MySQL libraries for seamless player-information storage and access.

Game Developer

Eclipse

Dec 2009 - Jan 2013 (3 years 2 months)

- Utilized VB6 to integrate features into a 2D game development engine.
- Leveraged .NET as the shipping platform, extensively employing WPF and XAML to craft intuitive UI elements for both end-users and developers.
- Contributed to 2D level design to enhance gameplay experiences.

Education



University of Southern California

Bachelor of Applied Science - BASc, Physics & Computer Science

2018 - 2019



Armstrong State University

Associate of Science - AS, Engineering

2016 - 2018

Skills

Computer Science • Mathematics • Game Design • Maintenance • Funds Management •
Programming • Website Design • Publishing • Video Production • Direct Marketing

Honors & Awards

Winner of Hack For Savannah - Open Savannah & CEMA

Oct 2017

A 2017 group hackathon competition for improving city resiliency post-hurricane.

Quoting the Savannah Morning News, "Working alone . . . Everett Hinton received a special award for "best turnkey" project, a web site called Savannah Storm Info that included a crowd sourcing feature to create maps of storm impacts as well as post-storm openings and closings. CEMA Director Dennis Jones loved the web site saying he could see implementing it immediately."

1st Place Winner of TechFest 2018 - Association for Computing Machinery AASU

Apr 2018

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.