

Douglas Mansell

Phone: 845-598-3832 E-mail: DouglasAMansell@gmail.com Web: DouglasAMansell.com

Skills and Qualifications

Languages (in order of familiarity): C#, C++, HTML5 / CSS3, JavaScript, Java

APIs: .NET 4.5, Monogame 3.1, Processing 2, OpenGL, *familiar with:* Unity 4.x, JQuery

Tools: Photoshop CC 2014, Maya 2014/2015, Unity 4.x, Processing 2, Visual Studio 2012/2013, Git, SourceTree, Ren'Py

Miscellaneous: Agile (familiar), Scrum (familiar), American Sign Language, Security Clearance (Secret), Veteran (USCG)

Projects

Soul Bound – C# using Unity 4 3D - Producer / Designer

January 2015 – May 2015

- Managed team of 11 classmates – 4 programmers, 2 sound engineers, 5 artists.
- Established and maintained overall development schedule, and weekly milestone deliverables.
- Utilized Microsoft Project to identify production time-table and necessary steps to achieve completion.
- Aided in establishing start-up company for continued development, with goals for release in 2016.

Perdition – Board Game Prototype – Designer / Project Lead

February 2015 – May 2015

- Dungeon-crawler, table-top, rogue-like game. All abilities and items gained, monsters faced, and dungeon length are completely random. Players must cooperate to traverse the dungeon, and beat the final boss of the game.
- With 4 classmates, designed all systems of the game, and generated all physical content from scratch.

Tower – C# using Monogame 3.1 - User-Interface Designer / Programmer

January 2014 – May 2014

- Tower defense game that allows the user to create custom maps, play and share them.
- Designed and programmed user-interface for *all* menus, gameplay, and map-editor screens.
- Programmed game-state controller system for switching between menus, gameplay, and map-editor screens, user text input system, save and load systems, and entirety of map editor.

Work Experience

Epic Games, Inc. – Cary, NC

Starting June 2015

Production Intern – Fortnite

- Accepted internship offer February of 2015. Internship starts summer 2015.

US Coast Guard (Reserve), Sector Buffalo - Buffalo, NY

October 2013 – Present

Lieutenant – Chief, Reserve Logistics Department

- Oversight of medical and administrative readiness for all reserve Sector Personnel. Oversight and responsibility for reserve Armory and Engineering departments.
- Scheduled training for 9 personnel, ensuring steady promotion and advancement.

US Coast Guard (Active Duty), Sector Boston - Boston, MA

July 2010 – July 2013

Ensign / Lieutenant Junior Grade – Chief, Facilities and Pollution Response Branch

- Oversight of facility and cargo container inspections for regulatory compliance, and pollution response efforts when spills occurred. In command of 9 active duty members. **Collateral duties:** Command Center duty for search and rescue, Coordinating and scheduling of monthly training for Prevention Department (approx.. 50 members).

Education

Rochester Institute of Technology – Rochester, NY

August 2013 – Present

BS in Game Design and Development GPA of 3.91

Expected graduation: May 2016

SUNY Maritime College – Bronx, NY

August 2006 – September 2009

BS in Marine Transportation (Business) GPA of 3.24