Simon Dumas

Rochester, NY
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3rd year Game Design and Development student at RIT with a strong background in programming, web development, and game development seeking a software engineering internship.

Portofolio: https://people.rit.edu/sad1667/portfolio/
Linkedin: www.linkedin.com/in/simon-a-dumas
Github: https://github.com/SimonDumas79

Skills

Languages: C#, C++, JavaScript, HTML5, CSS, React.js
Engines/Frameworks: Unity, MonoGame
Tools: Visual Studio, VS Code, Git, GitHub, Trello, Autodesk Maya, Blender, Photoshop
Transferable: Problem-Solving, Critical Thinking, Collaboration, Communication, Adaptability

Experience

Board Bound Games – *Gameplay Systems Developer*   January 2023 - August 2023

- Collaborated closely with developers and designers to craft interdependent systems, elevating gameplay immersion and providing players with a dynamic range of tools.
- Utilized Unity while employing GitHub alongside Kanban principles to effectively organize code repositories and track progress throughout production.
- Provided valuable input during team meetings, positively influencing the game's production and design.

Projects

Cue The Chaos – *Unity*

- Developed independently using C# and assets made within Blender and Photoshop. Focused on the development of a **dynamic, physics-based character controller** to maintain immersion, coupled with the implementation of **various unique AI entities**.

Friendly Fire – *MonoGame*

- Collaborated within a team of 5, working through sprints in a scrum-like environment. Made significant contributions through C# code, **implementing collision, a player controller, enemy AI, and a level system**.
- Utilized GitHub for version control, integrated Kanban principles to meet project deadlines effectively, designed intuitive UI/UX, and played a key role in crafting engaging gameplay mechanics.

Education

Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2025
Bachelor of Science in Game Design and Development

Relevant Coursework: Data Structures & Algorithms I & II, Algorithmic Problem Solving I & II, System Concepts Games & Media, Web Technology for Game Developers, Rich Media Web App Development, Interactive Media Development, Game Design & Development I & II, 2D & 3D Asset Production