DAMIEN RENEE SPRINGER *SOFTWARE ENGINEER*

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WORK EXPERIENCE

Resident Assistant   **Apr 2022 - Present**
DigiPen Institute of Technology   *Redmond, WA*

- Established DigiPen's first Living Learning Community by designing a focused curriculum and guidelines for conduct in order to foster a safe environment for queer education.
- Facilitated 30 residents' transition to dorm living through weekly meetings, roommate mediation, and periodic inspections of apartments in order to provide a safe and welcoming environment.
- Awarded RA of the Year for academic year 2022-2023.

ACADEMIC PROJECTS

Gameplay Programmer   **Aug 2023 - Apr 2024**
Cats & Critters: A Dungeon Claw-er   *Multiplayer Party Adventure Game*

- Created a Dungeons & Dragons inspired party game in Unity on a team of nine people.
- Designed Player UI using the Unity UI system to provide visual feedback on health and abilities.
- Crafted an XP orb system by collaborating with designers to reward players for defeating enemies and exploring new areas on the map.
- Led a strike team to complete the final polish pass for encounters and set design through weekly meetings to identify and triage remaining polish tasks.

Art Pipeline Programmer   **Aug 2022 - Apr 2023**
Inline: Out of Time   *Time-Attack Action Platformer*

- Developed and shipped a C++ custom engine game to Steam with an interdisciplinary team of twelve people.
- Expanded the Spine API library to allow importing fully animated assets into our custom engine.
- Implemented custom animation controllers using the event system to create smooth animation transitions.
- Coded early core engine classes such as Transform, Physics, and Collider classes to allow early prototyping in our custom engine.

EDUCATION

DigiPen Institute of Technology   **Expected April 2025**
Bachelor of Computer Science and Game Design   *Redmond, WA*

- GPA: 3.74

SKILLS

Languages:
- Advanced C/C++
- C#
- Python

Technical:
- Data Structures
- Linear Algebra
- Pairs Programming
- Technical Game Design
- Bug Triaging
- Engine Architecture

Tools:
- Visual Studio
- Git/Github/SVN
- Unity Engine
- Godot Engine
- ClickUp
- Trello
- Figma