DARRYL HILL

Unity Developer (certified) / iOS Engineer

darrylhill@alumni.usc.edu
linkedin.com/in/darryl-hill-9960985

Built over 12 world-class apps/games/experiences with over half as the only developer. 5 of those in Unity. Clients include Spectrum, DirecTV, Under Armour, Infinity, City Of LA, Farmers, MTV. I'm customer facing - personable, clear and action-oriented. With my experience in iOS prior to Unity, I produce code/products that are maintainable, reusable and extendable unless it is a POC. I shine when developing new products or prototypes and enjoy UX Design.

WORK HISTORY

July 2017 - Present
Unity Developer - Talespin / Sticky Studios

Worked on the design/dvp of 3 VR sports games in Unity and C#. I was responsible for creating a UI state machine, custom UI transitions, 3D UI, leaderboards, and an animation randomizer for characters. Also, created an environment teleporter to review 3D environments. It used raycast, colliders and a custom shader to draw an outline around selected objects. Notable: scriptable objects, additive scene loading and a custom shader.

Dec. '13 - July 2017
Unity Dvp / iOS engineer - Spinifex Group (Interactive Agency)

To showcase upcoming Under Armour products, I built a Unity OLED experience for them. This rich media experience included a nested menu, videos, a slide show and touch detection. Also built a re-skinnable and reconfigurable lead gen app for automotive clients (Infiniti, Honda, etc). The apps featured an A/R feature, asynchronous asset fetching/ posting, PHP/SQL backend when online but uses Core Data when off-line.

July '12 - Dec. '13
iOS Engineer - KUMU (Body by Jake)

Built an app (KUMU) that was featured in the Apple App Store. It was a wellness coaching app that matched users with a fitness professional via goals, activity tracking, custom-built messaging and a peer-to-peer video chat. Additionally, it contained infinitely swipeable top bar navigation.

Oct '10 - July '12
iOS Engineer - City of Los Angeles

After meeting with stake-holders to arrive at the UX Design (MVP based on use cases), I built an iOS app for the planning department in Obj-C.). Final product included a QR code scanner, expandable table views, dynamic/embedded buttons on cells and used the ASIHTTP framework.

EDUCATION/CERTIFICATIONS

April 2017 / Unity
Unity Developer Certification

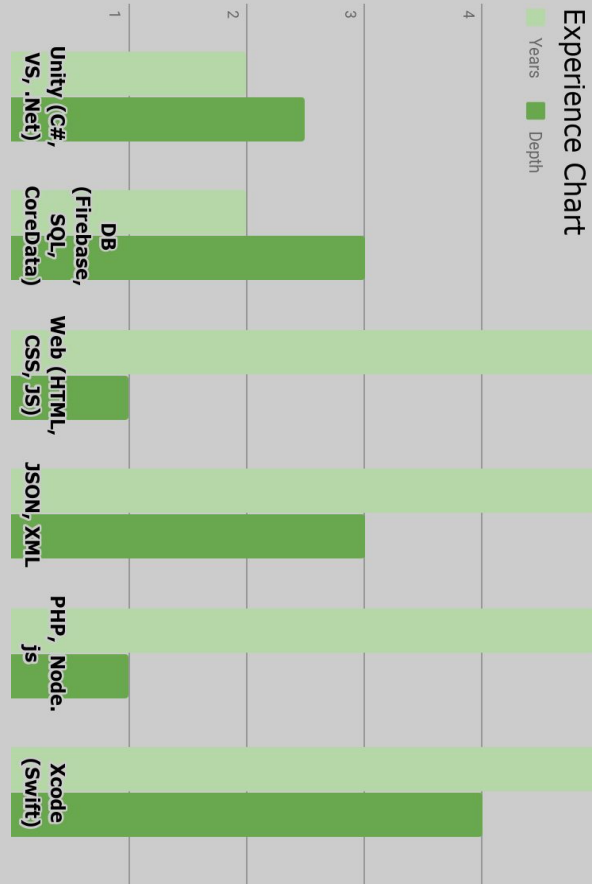Sept '05 - Jan '08 / University of Southern California
Masters - Digital Media Design & Production

Sept 1995 - June '99 / University of Colorado
BS - CompSci/Digital Media

Experience Chart

- Years
- Depth

(Bar chart, scale 1–4)
- Unity (C#, VS, .Net)
- DB (Firebase, SQL, CoreData)
- Web (HTML, CSS, JS)
- JSON, XML
- PHP, Node. js
- Xcode (Swift)

Add-Ons
TextMeshPro, VRTK, ARKit, GCD, Vuforia, AVPro, DOTTween, CurvedUI, Photon, Amplify, Post-Processing Stack, etc.

ADMIN
Git, SourceTree, Tower, Google Toolset, Jira, Confluence, Lucid Chart, Slack, SubModules, etc

PATTERNS & METHODOLOGIES
Agile, SOLID, DRY, MVC, MVP, MVVM, IoC, DI, POP, singleton, facade, factory, protocol, delegate, observer, etc.

DESIGN
Photoshop, Illustrator, After Effects, FCP, Unity

METHODS
Agile/ Scrum, SDLC, Test-Driven Development, OOP, POP, ECS, Functional Programming, IoC

INTERESTS
XR (AR, VR, MR)
GAMIFICATION
ENVIRONMENT
ART/HISTORY/FOOD
HIKING
BLOCKCHAIN
FULL-STACK
WORK ABROAD
SERVER-SIDE SWIFT
SWIMMING
VOLLEYBALL
CRYPTOCURRENCY