Andre Duvoisin

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EDUCATION

B.S. Computer Science (Games)   GPA: 3.82
University of Southern California   Graduation: May 2016

EXPERIENCE

Blizzard Entertainment, *Software Engineering Intern (Battle.net)*   May 2014 – August 2014
- Member of team working on new content packaging and distribution technologies
- Iterated upon an internal interactive data visualization tool using C++ with Qt GUI
- Wrote unit tests and handled edge cases in Blizzard's new cross-platform downloader
- Practiced agile development while honing skills in HTTP, Linux, C++, and Python

PROJECTS

Polyseum (C++ with Unreal 4), *Gameplay Engineer*   polyseum.com   Spring 2014 – Present
- Creating a multiplayer teamwork-focused first person shooter with a team of 20 people
- Implementing key technical architecture surrounding core networked gameplay features
- Primary Contributions: Chat, Status Effects, Game Flow, Spectator, Reconnecting, Dash

The Maestros (UDK), *UI Engineer*   maestrosgame.com   Spring 2013 – Present
- Creating a networked multiplayer real time strategy game with a team of 35 people
- Integrating against a web API using HTTP and TCP to form a working lobby system
- Primary Contributions: Main Menu, In-Game HUD Overlays (using Scaleform GFx)

Game Engine (C++), *Software Engineer*   git.io/Game-Engine   August 2014 – Present
- Writing a game engine including SIMD math, memory allocators, and DirectX 9 graphics

Spirit (Unity3D), *Gameplay Engineer*   bit.ly/Spirit-Game   September 2014 – Present
- Creating a free-flowing rhythm game for mobile using C# scripting in a 2-person team
- Writing an advanced sound wave analyzer to distinguish beats in a given sound file

Starfox 65 (C# with XNA), *Gameplay Engineer*   git.io/Starfox-65   Spring 2014
- Programmed a split-screen 3D space shooter in a 4-person team for a student project
- Primary Contributions: Spring Camera, Shooting, Reticle, Lock-On Targeting

SimCity201 (Java), *Software Engineer*   git.io/SimCity201   Fall 2013
- Multithreaded agent-based city simulation with Java Swing GUI in an 8-person team

SKILLS

Game Engines: Unreal Engine 4 (UE4), Unreal Development Kit (UDK), Unity3D, XNA
Tools: Visual Studio, Maya, Flash, Scaleform, Perforce, Git, SourceTree
Languages: C++, C, C#, Java, UnrealScript, ActionScript 3, Python
Other: Linux, HTTP, TCP, UDP, MIPS, SIMD, LLVM, Flex, Bison

ORGANIZATIONS

USC Trojan Marching Band – Flute Section Leader
Makers of Entertaining Games Association (MEGA) – Executive Board
Association of Computing Machinery (ACM) – Member
USC eSports – Member

AWARDS

National Merit Scholar, USC Dean's List, USC Alpha Lambda Delta National Honor Society