

CONTACT



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83 Lincoln St.
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Skills

Languages:

C/C++ C# HLSL/CG Javascript

Java HTML/CSS Python

Game Software:

OpenGL PS4 DirectX

Unity UE4 MonoGame

Maya Blender MagicaVoxel

Other Software:

Perforce Illustrator Photoshop

XCode Git After Effects

Honors & Awards

- ▶ Intel's 2018 GDC Showcase Speaker
- ▶ Magic Studios GDC Showcase
- ▶ Unity Ambassador
- ▶ Microsoft Imagine Cup Game Jam Winner
- ▶ Triseum - Educational Games Ambassador
- ▶ IGM Ambassador
- ▶ Honors College
- ▶ Dean's List

Activities

- ▶ Electronic Gaming Society
- ▶ Computer Science House
- ▶ D-II Club Rugby
- ▶ Weightlifting Club
- ▶ Alpha Phi Alpha Mentee Program

Barrington Campbell

Experience

Graphics and Tools Engineering Intern

20th Century Fox: FoxNext Games

- Engineered dynamic batching system for a hex based world map used to minimize draw-call and allows full control when meshes are batched.
- Created artist specific tools. Ex. - Tool that allows the artist to check the texel density between items in a scene on the fly.
- Optimized prefab pooling code saving upwards to 40ms on every call.

VIRTUAL REALITY ASSISTANT

RIT Fitness Lab

- Analyzing how various games effect different players' cardiorespiratory ability by monitoring heart rate
- Assisting patrons with use of the HTC Vive through explanation and example.

GAME DEVELOPMENT INTERN

Fire Water Game Studio

- Learned different features of Unity Engine by following given daily tasks and assignments.
- Explored the development of a 3D game by creating assets using modeling software.
- Designed a large story driven open-world map.

Projects

MetroGnome (Publishing November of 2018)

- Selected to speak at GDC 2018 and the Intel University Showcase.
- First place in the Microsoft Imagine Cup Game Jam at RIT.
- Developing a 3D voxel rhythm game as the Technical Artist.
- Working on character models, rig, and animation, as well voxel environmen art.
- Scripting shaders and creating particle effects.

AR vs VR

- Two player cat and mouse game, with multiplayer between a mobile tablet and the HTC Vive. Developed as the Technical Artist.
- Scripting shaders; worked on a physical based cell shader.
- Worked on character rigging, implementing an IK/FK rig for ease of animation.

Weekly Game Development

- Expanded knowledge on Game Development elements by researching and creating different games each for the duration of a week.
- Created procedurally generated and destructible mesh, implemented in a tank battle game.

ColoRun

- Indie Developer of an endless runner puzzle game for multiple platforms.
- Developed quasi random board generator.
- Mobile swipe controls.
- Designed intuitive puzzle game mechanics.

Education

Rochester Institute of Technology, Rochester, NY

Expected Graduation: 2020

GPA: 3.88 – Honors and Dean's List (Fall 2016 – Present)

Bachelors of Science: Game Design and Development **Minor:** Communication

Interactive Games and Media Ambassador – A highly selective association of passionate students who represent the IGM majors through different events and meeting with prospective students.