Darren Inouye

Game Developer, Programmer, Designer

darrensinouye@gmail.com ✉
https://chibiininja.github.io 🌐

SKILLS

- Quick learner can adapt to new practices and environments quickly.
- Good at guiding projects and working as a team with others.
- Solid fundamentals in object-oriented programming and robust software design

- 3 Years of experience in C#
- 3 Years of experience in Unity
- 2 Years of experience in C/C++
- 1 Year of experience in Unreal Engine 5
- 1 Year of experience in Godot
- Experience in HTML, CSS, JS, and React
- Light experience in Java and Python

CAREER EXPERIENCE

JULY 2023 — SEPTEMBER 2024
Imaginarium Lab Technician and Unreal Engineer / **Santa Clara University**

Maintained and oversaw VR Lab with over 35 VR headsets, 20 computers, and 20 Wacom Cintiq tablets. Provided technical support and information about the lab mission, projects, and equipment to student users, classes, and faculty.

Worked as an Unreal Engineer on the VR language learning module "Lingua Vitae", did various implementation, bug fixing, and optimization. https://youtu.be/nsMv1ltMtqI (video demo)

Technologies: Blueprint, Unreal Engine 5, Audacity, Git, VR

SEPTEMBER 2022 — JUNE 2024
Project Lead, Gameplay Programmer / **SCU GreenHouse Game Developers**

Managed teams of student game developers to build games, practice new roles, and familiarize with development cycle. Organized weekly check-ins for updates on team member progress and assigning tasks.

Lead Programmer on VR cooking experience "Sinigang", implemented audio system, dynamic mesh slicing, and conducted user testing and surveys. https://youtu.be/h6cYvRXxDzk (video demo)

Tools and Game Programmer/Designer on the video game "Cave of Umbra", designed level-building tools and main gameplay mechanics. https://greenhouse-gamedev.itch.io/cave-of-umbra

Game Programmer and Unity Generalist on the video game "Polaris", revamping dialogue system, creating and animating cutscenes, and bugfixing. https://greenhouse-gamedev.itch.io/polaris

Technologies: C#, Unity, Git, Trello, Audacity, OBS, VR

EDUCATION

SEPTEMBER 2020 — JUNE 2024
Palos Verdes Peninsula High School

Co-Captain of Varsity Pole Vault Team, Secretary on Choir Student Board

SEPTEMBER 2020 — JUNE 2024
Santa Clara University

Graduated Magna Cum Laude with a Bachelor of Science in Computer Science and Engineering

PRIVATE PROJECTS

Game Development / **Golfy's Adventure**

Creator and solo developer of Golfy's Adventure, a 3D adventure game spanning many unique levels and gameplay mechanics. Still in active development.

Technologies: Godot, Blender, Git

VARIOUS PERSONAL WORKS

- Personal portfolio website written in React, https://chibiininja.github.io
- Pirate Jam 16 game, "Barrel Breakthrough Squad", earned honorable mention on Twitch live stream: https://chibiininja.itch.io/barrel-breakthrough-squad
- Other game jam games, https://chibiininja.itch.io
  Technologies used: Unity, Godot, Git, Blender, Aseprite, Audacity, Reaper, HLSL, LMMS
- VR Design course project, "Sleep Deprived" (https://youtu.be/RA7vakkuBxw?si=LWwy9QdnVNiRfeBi)
  Technologies used: Unity, Blender, Photogrammetry