

# DAVID SOLOMON

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## EDUCATION

**BACHELOR'S OF COMPUTER SCIENCE** BRIGHAM YOUNG UNIVERSITY  
Emphasis in Animation

## PROJECTS

**"Avast Ye"** – Design/Gameplay Programming Lead

Steam: [https://store.steampowered.com/app/1064170/Avast\\_Ye/](https://store.steampowered.com/app/1064170/Avast_Ye/)

**"Electro-Thief"** – Personal Project

Examples/descriptions of my work can be seen on my website: [www.twokingsofold.com](http://www.twokingsofold.com)

## SKILLS/EXPERIENCE

- Programming game mechanics in Unreal Engine 4 including:
  - Player Character control and Abilities
  - Enemy and Ally AI
  - Level Design/Scripting
- Creating Anim Blueprints, UI, and integrating SFX and VFX
- Programming in C/C++, Java, JavaScript, Python, and HTML
- Working Knowledge of Maya and Blender

## RECENT WORK EXPERIENCE

**JUNE 2019-PRESENT**

**CONTRACTED DEVELOPER**, 4TH WALL FX

- Building a Web-based VR experience using AFrame.io
- Development on a Web-based App
- VR UI in Unity
- VR VFX in Unity

**MAY 2018-JUNE 2019**

**STUDENT GAMEPLAY PROGRAMMING LEAD**, BRIGHAM YOUNG UNIVERSITY

- Implementing and refining various aspect of gameplay including:
  - Enemy AI that encourages players to use AOE Abilities, and thus the main mechanic
  - Player Character and Companion AI abilities, as well as how the player directs 3 AI companions in the use of their abilities
- Directing 8 gameplay programmers to ensure organized and timely completion of tasks
- Collaborating with other project leads and the director to create a unified experience

## REFERENCE

- Seth Holladay                      BYU Animation Faculty                      seth\_holladay@byu.edu