DAVID SOLOMON

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EDUCATION

COMPUTER SCIENCE MAJOR, ANIMATION EMPHASIS, BRIGHAM YOUNG UNIVERSITY

Projected Graduation Date: April 2019
Current GPA: 3.39

SKILLS/EXPERIENCE

- Programming game mechanics in Unreal Engine 4 Blueprints including:
    - Player Character control
    - Ally AI, and systems for player to direct allies
    - Enemy AI
    - Character Abilities
- Programming in C/C++, Java, JavaScript, Python, and Node-based programming in Houdini

PROJECTS

"Avast Ye" – Game Project at BYU that was recently submitted to the E3 college game competition

Examples/descriptions of my work on "Avast Ye" can be seen on my website: www.twokingsofold.com

RECENT WORK EXPERIENCE

MAY 2018-MAY 2019

STUDENT GAMEPLAY PROGRAMMING LEAD, BRIGHAM YOUNG UNIVERSITY

- Creating engaging gameplay for BYU's game project: "Avast Ye"
- 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

FEBRUARY 2015-AUGUST 2018

LEAD STUDENT CUSTODIAN, BRIGHAM YOUNG UNIVERSITY CUSTODIAL

- Trained 15+ student custodians on their various tasks
- Arrived promptly to each shift for over 3 years despite 5am start time

MAY 2017-AUGUST 2017

MODERN HEBREW STUDENT INSTRUCTOR, BRIGHAM YOUNG UNIVERSITY

- Taught 5 students the basics of Modern Hebrew in a 101/102 level summer intensive class
- Collaborated closely with a Hebrew Professor to plan lessons and assist students

REFERENCE

- Seth Holladay   BYU Animation Faculty   seth_holladay@byu.edu