DAVID SOLOMON

366 E 600 N Apt 17 Provo UT 84606 · PO Box 2015 Page AZ 86040
davidasolomon92@gmail.com · 928-614-2328

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:
    - Combo/"Follow-Up" system with player and AI companions
    - Abilities to be used by AI companions and systems for targeting and commanding the use of said abilities
    - Enemy and Ally AI behavior in and out of combat
    - Using Anim Notifies for a Perfect Dodge/Block system
- Creating VFX in Niagara
- Programming in C/C++, Java, Python, and Node-based programming in UE4 and Houdini
- 3D Modeling and Shading in Maya and Houdini

RECENT WORK EXPERIENCE

MAY 2018-MAY 2019

STUDENT GAMEPLAY PROGRAMMING LEAD, BRIGHAM YOUNG UNIVERSITY

- Creating engaging gameplay for BYU Animation Program's current game: "Avast Ye" (Projected completion April 2019)
- 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