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

Trailer: https://youtu.be/tTR3fUmbIwE

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

SKILLS/EXPERIENCE

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

RECENT WORK EXPERIENCE

MAY 2018-MAY 2019

STUDENT GAMEPLAY PROGRAMMING LEAD, BRIGHAM YOUNG UNIVERSITY

- Implementing and refining various aspect of gameplay including:
  - o Enemy AI that encourages players to use AOE Abilities, and thus the main mechanic
  - o 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

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