

DEANTE D.J. JAMES

CORE TECH ENGINEER

(206)-743-5604 | deante_dj@outlook.com | www.linkedin.com/in/DDJJ | https://ddjjames.github.io

SKILLS

Programming Skills

- C++, C, C#
- HTML, CSS
- Data Structures
- Algorithm Analysis
- GLSL
- Linear Algebra & Game Physics Programming
- PHP, SQL
- Lua, JavaScript (Familiar)

Software

- Unity, Unreal, Maya
- Visual Studio
- Git, GitHub
- TortoiseSVN

Design Skills

- Technical Game Design
- System Design
- Level & UI Design

EDUCATION

DigiPen Institute of Technology

Bachelor of Science in
Computer Science and Game
Design 2023

Turks & Caicos Islands Community College

Associate Degree in
Computer Studies 2019

EXTRACURRICULAR ACTIVITIES

International Collegiate Programming Contest

2021 Top 15, 2022 Top 20

PERSONAL PROJECTS

Gameplay Programmer

10/2022 – 11/2022

Paper Plane Simulator – 3D Flying

- Developed the flight controller, exposing tunable variables, for a faster turnaround time when tweaking the feel of the controller.
- Implemented a flight control HUD to display the aircraft's; current speed, altitude, and checkpoint progress.
- Crafted a dynamic waypoint system to show the distance to the nearest check point using a combination of C++ and Widget components.
- Implemented a height-map based level system, utilizing real-world terrain Data to quickly generate levels.

ACADEMIC PROJECTS

Gameplay/Tools Programmer

09/2021 – 12/2022

Project Atlantis – 3D Single-Player Adventure

(20 Members)

- Collaborated closely with design to build an inventory system to manage in-game gathered items using Unreal Blueprints.
- Made a material that leveraged the use of Unreal's landscape paint tool, to let artists swap between materials quickly and provide layer blending of materials if multiple were painted together.
- Worked closely with VFX artist to improve their workflow, which included programming visual effects, and adding VFX in engine.
- Worked together with sound engineer to enhance their workflow which allowed them to work more efficiently.

Tools/Physics Programmer

01/2021 – 07/2021

Hamster Havoc – 2D Platformer

(11 Members)

- Created a serialization pipeline using RapidJSON library for loading/creating game entities & serializing entire levels in a custom-built C++ game engine.
- Coordinated with level designer to bring various quality-of-life improvements to the serialization pipeline.
- Improved collision system for better performance, utilizing the separated axis theorem for more accurate collision detection and resolution between polygons.

ACADEMIC EXPERIENCE

Teaching Assistant for Algorithms, Data Structures & Graphics Programming Courses

DigiPen Institute of Technology

- Graded students written assignments and computer graphics projects.
- Provided mentorship to students on their data structures projects.
- Helped students understand data structures concepts and assisted them in implementing well known algorithms.