

Dean Cohen

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Skills

Languages: C++, C, C#, ShaderLab, HTML, CSS, Javascript

Software: Unity, Unreal, Adobe Creative Suite, Visual Studio, Blender, Maya

Gameplay Programming:

Implementation of gameplay systems and logic in both C++ and C#, including player controls and movement, game mode creation, spawning systems, use of vector math, and basic AI functionality

Achievements

- Unity Certified Developer
- Created with NASA a HUD for astronauts on spacewalks.
- Created VR multiplayer cooperative puzzle game in Unity entirely on my own over the course of a year.
- Collegiate eSports player for Boise State University

Education

Bachelor of Science in Gaming, Interactive Media, and Mobile Technology

Minor Psychology --- 2019

Experience

GIMM Dev Team Developer:

Boise State University, Boise ID,
2016 - Present

Work as a main programmer for various games and interactive media pieces including a VR game detailing a local artist's experience and eventual recovery from an eating disorder.

Game Programmer:

Bion Studio, Boise ID,
2016 - 2017

Developed gameplay systems for various projects including a dynamic alchemy system, soft-body physics, and procedural music.

Student Lab Technician

Idaho National Laboratory, Idaho Falls ID,

2016 - 2017

Developed augmented reality app that procedurally visualizes density data for nuclear control rods.