Dillon Drummond
Game Developer

I love making games as much as I love playing them!

✉ dillondrum70@gmail.com

📱 (336) 269-4073

📍 Boiling Springs, SC, USA

🖥 dillondrummond.com

in linkedin.com/in/dillondrummond/

○ github.com/dillondrum70

▶ https://youtu.be/aJWZVdJ4ZpE

SKILLS

- C#
- Unity
- C/C++
- Unreal Engine 5
- Git Bash
- Jira
- Agile
- Scrum
- Trello
- GML
- Teamwork
- Communication
- Linear Algebra
- Calculus
- 3D Math
- Computational Math

PROJECTS

Solitary Space , Spring 2023
https://dillondrum70.itch.io/solitaryspace
- Graphics, Gameplay, and Tools Programmer on a team of 3 programmers using Unity and C#
- Solitary Space is a VR spaceship simulator
- Created visual elements like a 3D holographic map, body and hand presence with inverse kinematics for the arms, an event-based input system to simplify Unity's VR toolkit, and interactable controls like buttons, levers, and ship controls for the player to interact with the world

Ubisoft Game Competition, Spring 2023
https://snidepiano9157.itch.io/pinball
- Graphics, Animation, Gameplay, UI, and Audio Programmer on a team of 3 programmers, 2 designers, 2 artists, and a producer using Unity and C#
- Helped create Flip Against the Frontier, an action-arcade pinball game where you play inside the machine building new parts and fighting off the machine's anti-cheat to reach the high score
- Created several features including diegetic menus placed on the machine in world space, implemented animations and inverse kinematics, and the ability to tilt the machine and change gravity

Daedalus Dungeon Generator , Fall 2022
https://github.com/dillondrum70/daedalus-dungeon-generator
- Procedural dungeon generator tool using Unity and C#
- Using algorithms such as A* and Minimum Spanning Trees to calculate realistic hallways between rooms
- Created editor tools and comprehensive documentation as well as a Unity plugin for the tool

EDUCATION

Champlain College, Burlington, VT
Pursuing a Bachelor's Degree in Game Programming, Expected May 2024
Pursuing Minors in Math and Cybersecurity, Expected May 2024

- President's List Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022, and Spring 2023
- Trustee's List 2020-2021, 2021-2022, and 2022-2023 school years
- Dean's List Fall 2023
- 3.99 GPA
- Study Abroad Montreal, Canada, Spring 2023

WORK EXPERIENCE

Game Programmer, 09/2022 - 08/2023
Emergent Media Center, Champlain College, Burlington, VT

- Used Unity, C#, C++, QT, and Agile development process across several projects
- Worked with a team of 4 developers on each project with varying disciplines between programming, art, and design
- Created a series of prototypes for an educational game for Beta Technologies to showcase their new eVTOL aircraft, ALIA
- Created a DICOM file viewer and construct voxel volumes from the 2D cross sectional images
- Leveraged ChatGPT and StableDiffusion to create both a text adventure and a skybox generator
- Utilized ChatGPT to develop a tool to help Dungeon Masters in D&D 5e

Strategic Designer 05/2021 - 06/2021
Emergent Media Center, Champlain College, Burlington, VT

- Used Human Centered Design to ideate and synthesize solutions to increase participation in the VSAC GearUp program
- Conducted meetings with clients, benefactors, and shareholders to ensure all needs were being filled