Dillon Drummond

Game Programmer

I love playing games almost as much as I like make them!

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○ github.com/dillondrum70

SKILLS

Unity   C#
Unreal Engine 5
C++   Github
Git Bash   Agile
Scrum   Trello
HTML   CSS   GML
Teamwork
Leadership
Communication
Linear Algebra
Calculus
Computational Math

EDUCATION

Game Programming Major, Cybersecurity and Math Minors
Champlain College

08/2022 - Present   *4.0 GPA*

Achievements
- President's List Fall 2020, Spring 2021, Fall 2021, and Spring 2022
- Trustee's List 2020-2021 and 2021-2022 school years

Associate in Science
Alamance Community College

08/2018 - 05/2020   *3.9 GPA*

Achievements
- Award for Academic Excellence in Physics from 2019-2020: awarded April 30, 2020
- Phi theta Kappa: May 2020

WORK EXPERIENCE

Game Programmer
Emergent Media Center

09/2022 - 12/2022

The EMC allows students to apply their skills to real world projects and work with clients to develop products

Achievements/Tasks
- Created a series of prototypes for an educational game for Beta Technologies to showcase their new eVTOL aircraft, ALIA
- Used Unity, C#, and Agile development process
- Worked with team of four developers

Programmer
Emergent Media Center

02/2023 - Present

Tasks
- Created a DICOM file viewer and construct voxel volumes from the 2D cross sectional images
- Worked on a team of four programmers with daily stand-ups and meetings
- Utilized C++ and QT

Human Centered Designer
Emergent Media Center

05/2021 - 06/2021

Achievements/Tasks
- 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

INTERESTS

Video Games

Programming

Musical Instruments