

Dillon Drummond

Game Programmer

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



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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

SKILLS

Unity C#

Unreal Engine 5

C++ Github

Git Bash Agile

Scrum Trello

Slack HTML

CSS GML

Leadership

Time Management

Teamwork

Communication

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

- Worked with team of four developers to create 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

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

Technical Programmer Leahy Center for Digital Investigation and Cybersecurity

02/2021 - 04/2021

The Leahy Center provides cybersecurity and digital investigation services to a wide variety of organizations

Achievements/Tasks

- Designed, implemented, tested, and resolved bugs and new features to enhance the user experience on the Leahy Center homepage
- Wrote code in HTML, CSS, PHP, and Javascript
- Collaborated with other programmers on a team to add larger features

INTERESTS

Video Games

Programming

Musical Instruments