

Dillon Drummond

Game Programmer

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



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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

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 2023
- 4.0 GPA
- Trustee's List 2020-2021 and 2021-2022 school years
- Study Abroad Montreal, Canada, Spring 2023

Alamance Community College, Graham, NC

Associate's Degree in Science, May 2020

- Award for Academic Excellence in Physics from 2019-2020
- 3.9 GPA
- Phi Theta Kappa, May 2020

PROJECTS

Ubisoft Game Competition, Spring 2023

- 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 to 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

Solitary Space , Spring 2023

- 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

WORK EXPERIENCE

Game Programmer, 09/2022 - 05/2023

Emergent Media Center, Champlain College, Burlington, VT

- 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 a team of 4 developers

- 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 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